

LIBRARY  
OF  
CODEXES

# METROID PRIME

---

NINTENDO



# Metroid Prime

Metroid Prime Collected Works by Library of Codexes

[www.libraryofcodexes.com](http://www.libraryofcodexes.com)

© 2017 Library of Codexes

Metroid Prime® are all trademarks or registered trademarks of Nintendo in the United States and/or other countries. These terms and all related materials, logos, and images are copyright © Nintendo. This ebook is in no way associated with or endorsed by Nintendo®.

# Enjoy our work?

Consider supporting Library of Codexes' mission to create an archive of easily accessible in-game text.

Learn more at:

<https://www.patreon.com/thelibrarian>

<https://ko-fi.com/libraryofcodexes>

# Table of Contents

[Title](#)

[Copyright](#)

[Enjoy Our Work?](#)

[Metroid Prime](#)

[Metroid Prime 2](#)

[Metroid Prime Hunters](#)

[Metroid Prime 3](#)

# Metroid Prime

# Artifacts

## Artifact Of Chozo

Translating Chozo runes on Totem's surface. In one of Tallon's far corners, a Grove of life lies. Reveal the pillar beneath the waves to find the Artifact of Chozo.

## Artifact Of Elder

Translating Chozo runes on Totem's surface. Invaders have claimed Phendrana as their own. A Tower sits atop their fortress. Collapse it to reveal the chamber where the Artifact of Elder is held.

## Artifact Of Lifegiver

Translating Chozo runes on Totem's surface. There is a tower within the Ruins where Light always shines. Move through the waters there to find the Artifact of Lifegiver.

## Artifact Of Nature

Translating Chozo runes on Totem's surface. A molten Lake lies within the tunnels of Magmoor. Shatter the column at the lake's center to reveal the Artifact of Nature.

## Artifact Of Newborn

Translating Chozo runes on Totem's surface. Invaders mine the depths in their greed. Forge a path through a Tunnel of the Great Poison to claim the Artifact of Newborn.

## **Artifact Of Spirit**

Translating Chozo runes on Totem's surface. A tall cave stands at Phendrana's Edge. Seek the unseen entrance at its top to find the Artifact of Spirit.

## **Artifact Of Strength**

Translating Chozo runes on Totem's surface. The heat of Magmoor was a test for many warriors. A Shrine in their honor holds the Artifact of Strength.

## **Artifact Of Sun**

Translating Chozo runes on Totem's surface. Near Phendrana's shores, a Temple stands. Thaw the frozen waters flowing from the Elder to find the Artifact of Sun.

## **Artifact Of Truth**

Translating Chozo runes on Totem's surface. The Artifact awaits those who truly seek it.

## **Artifact Of Warrior**

Translating Chozo runes on Totem's surface. A room of Research lies within the mines. A corrupted invader is trapped there. Defeat this creature to claim the Artifact of Warrior.

## **Artifact Of Wild**

Translating Chozo runes on Totem's surface. A Sunchamber high atop our ruined home became the nest of a great beast, and a source of a corruption. Many Chozo spirits have been drawn to this tainted place. Release their bond to the world to claim the Artifact of Wild.



## **Artifact Of World**

Translating Chozo runes on Totem's surface. Within the ruins of our home, we honor our fallen Elders in a great Hall. A chamber beneath the statue holds the Artifact of World.

# Creatures

# **Chozo Ruins**

## **Barbed War Wasp**

Airborne insect with the ability to launch its stinger at prey. A highly aggressive member of the War Wasp family, this insect can propel the tip of its stinger up to 20 meters. The stinger tips regrow seconds after launch and contain an acidic compound designed to predigest prey.

## **Chozo Ghost**

Spectral entity. Bioelectric field invulnerable to natural energies. As these entities phase in and out of existence, the only reliable way to track them accurately is with x-ray scanning. This partially phased nature makes them invulnerable to natural energy types, such as fire, ice, and electricity. Their aggressive and erratic behavior is most likely due to the corrupting effects of Phazon in the Tallon IV environment. They appear to be drawn to Chozo religious sites, where they wreak havoc upon anything that dares enter the area.

## **Eyon**

Immobile organisms entirely composed of ocular tissue. Capable of launching sustained energy beams when active, the Eyon is sensitive to light and will close shut if a bright flash ignites nearby.

## **Flaahgra Tentacle**

One of Flaahgra's tentacles fills this narrow drainage channel. Analysis indicates that Flaahgra's central nervous system is located at the base of this structure.

## **Flaahgra**

This mutant plant is the source of toxic water in the Ruins. Flaahgra's growth cycle has been radically accelerated. As a result, it requires near-constant exposure to solar energy to remain active. This exposure has made Flaahgra's outer shell thick and durable. Its lower root system is unprotected and vulnerable, however. Exploit this flaw when possible. Concentrated weapon fire can daze it for short periods.

## **Hive Mecha**

Security unit programmed to work with predatory hive dwellers. A design flaw makes the shielding on Hive Mecha weak around their access ports. These units are second-generation combat drones, able to interface with organic units at a higher level. They train, shelter, and work with hive-dwelling predators. Unarmed, they rely on their hive beasts to handle any threats.

## **Incinerator Drone**

Incinerator Drone, programmed for high temperature waste disposal. Device schematics indicate a high risk of malfunction when internal power core is damaged. Unit has minimal combat programming, but can defend itself if necessary. This drone's intense heat blasts compensate for its lack of battle prowess.

## **Oculus**

Wall-crawler that generates electrical pulses. The Oculus exposes its single eye when active. The electrical field that covers it is enough to deter most predators. If the Oculus detects anything capable of presenting a real threat, it retracts into its impermeable shell.

## **Plated Beetle**

Well-armored burrowing insect. Vulnerable only in the rear abdomen. Creature's thick cranial plating can repel frontal attacks. This gives it an advantage in combat, allowing it to make ramming attacks. Only surfacing when it detects vibrations above, it then maneuvers itself so as to always face its rival, keeping its exposed abdomen protected.

## **Plated Parasite**

Hardy member of the Parasite family. Invulnerable to most weaponry. A cousin to the Parasite, these creatures are known for their amazing resilience. Field studies suggest a weakness to Morph Ball-delivered weapon systems.

## **Plated Puffer**

Mutated Puffer with reinforced epidermis. Phazon exposure has created a mutant strain of Puffers on Tallon IV. They have developed plated skin, making them harder to burst. Concussive weapons can still do the job, however. The gas within the Plated Puffer is just as deadly as that within their 'cousins'.

## **Plazmite**

Small insect capable of storing and releasing thermal energy. Plazmites are attracted to sources of heat, thriving on the energy present there. They emit light when hunting, and will expel small bursts of thermal energy when threatened.

## **Pulse Bombu**

Life-form of raw energy. Periodically releases explosive segments from its body. Pulse Bombus are energy beings, invulnerable to most known weapons. Electrical energy can harm them, however. They lack any intelligence beyond an instinctive attraction to other charged energy sources. Pulse Bombus produce energy constantly. All excess energy is shed, regardless of who or what may be nearby.

## **Ram War Wasp**

Airborne predator. Circles its prey and then strikes. The War Wasps are the only species on Tallon IV to evolve a true hive mind. Nesting in damp, dark places, Ram War Wasps emerge in small groups when threatened and circle their enemy at high speeds, disorienting it. Striking from all sides as a single intelligence, they can fell huge organisms.

## **Reaper Vine**

Powerful rock-dwelling tentacle. A single eye upon the Reaper Vine keeps a constant vigil, but its vision is limited to 10 meters. A scythe-like appendage on its tip is honed to lethal sharpness. The Reaper Vine will swing this blade wildly at anything that enters its zone of perception.

## **Scarab**

Exploding parasites that can embed their bodies in solid rock. Scarabs think nothing of sacrificing themselves for the safety of their swarm. When a hostile life-form is sighted, they block its progress by embedding themselves in floors and walls. Embedded Scarabs violently self-destruct when threatened.

## **Shriekbat**

Territorial ceiling-dweller. Body temperature peaks at 121° centigrade. Shriekbats have high internal temperature, making them easy to spot with thermal imaging. They roost on cave ceilings while hunting for small prey. Fiercely territorial, they dive-bomb anything that wanders near.

## **Stone Toad**

The Stone Toad preys on creatures smaller than itself, and is vulnerable only from within. A Stone Toad is able to remain still for days, then it quickly

swallows its prey whole. Anything it finds indigestible, it regurgitates. As a last resort, a Stone Toad will use its tusks in combat. A Stone Toad has a bulbous body and large green eyes. A rock-hard exoskeleton allows it to sit motionless for long periods of time.

## **Venom Weed**

Venom Weed is a poisonous plant that retracts into the ground if threatened. Venom Weeds evolved to thrive in the habitats of large organisms. They lure prey with brightly colored leaves, then attack with tiny barbs that deliver a powerful toxin. Venom Weeds rapidly decompose anything that succumbs in their midst.

## **War Wasp Hive**

Primary War Wasp dwelling. Only vulnerable to heavy weaponry. War Wasps build their homes over existing crevices, using whatever materials are close at hand. They carry building fragments back to the construction site with their forelegs and glue them into place with adhesives secreted from their abdomens.

## **War Wasp**

Airborne insect equipped with a venomous stinger capable of shearing steel. The War Wasp rarely strays far from its hive unless it is pursuing an immediate threat. It attacks with no regard for its own survival, dive-bombing its enemy with stinger extended. Fast-working toxins from the stinger can incapacitate most small organisms.

# **Frigate Opheon**

## **Auto Turret**

Auto Defense Turret. Use Missiles to break outer casing.

## **Parasite**

Interstellar vermin. Travel in swarms. Indigenous to Tallon IV, a single Parasite is harmless to larger life-forms. However, they tend to travel in large groups, swarming over potential prey. Such swarms can be dangerous.

## **Parasite Queen**

Parasite female, genetically enhanced by unknown means. A weak spot has been detected in this creature's mouth. Use your auto-targeting to acquire this new target! Scans indicate the presence of a potent mutagen, origins unknown. Creature exhibits the ability to fire weapon-grade blasts of energy from its mouth, a trait not present in the standard parasite genome. It appears the Pirates have begun a bioengineering program, with considerable results.



# Impact Crater

## Lumigek

Phazon-charged reptiles. Natives of Tallon IV, the Lumigeeks travel in swarms to increase their odds of survival. They absorb and radiate Phazon energy, making these swarms a threat.

## Metroid Prime (Core)

The core essence of Metroid Prime. Scan indicates that the Phazon energy form of Metroid Prime is invulnerable to all weapons; only attacks from a Phazon-fuzed Arm Cannon will damage it. It generates pools of Phazon when it attacks; use these to fuel your Suit's Phazon weapon system. The entity can also spawn Metroids to assist it in battle, rendering it invisible when it does so.

## Metroid Prime

Highly evolved, Phazon-producing life form. The aberration known as Metroid Prime is the source of Phazon, making it immensely powerful. A genetic flaw makes it susceptible to certain weapons for brief periods. Only its head is truly vulnerable: other attacks are a nuisance. Offensively, Metroid Prime has a number of natural and mechanical weapons at its disposal. These include Ultrafrigid Breath, Multi-Missiles, Snare Beams, and Particle Wave Projectors. Its massive strength and barbed carapace make it lethal in melee combat. Recommend maximum firepower when engaging this enemy.

# **Magmoor Caverns**

## **Burrower**

A tunneling insect predator, the Burrower is similar to the beetle, though it prefers to spend more time underground. It seeks seismic disturbances, then surfaces to attack. It has enough cunning to realize when something is too large for it to handle. Beyond that, it is fairly ignorant. What it lacks in brains, it makes up for in aggression.

## **Grizby**

Morphology: Grizby Subvolcanic carrion feeder. Carapace can be breached by Missiles. The Grizby's carapace has been fused together by superheated air. This barrier stands up to everything but concussive blasts. Its intelligence is limited to instinctive scavenging patterns.

## **Magmoor**

Fire-breathing serpent that dwells in lava. Magmoors prefer extreme heat zones, and are susceptible to frigid attack forms. Sightless, they navigate the lava currents using their sonar receptors. Magmoors have a keen sense of smell, enabling them to pinpoint targets with startling accuracy.

## **Puddle Spore**

Sentient floating lava mollusk protected by an impenetrable shell. A Puddle Spore opens when approached, attempting to intimidate with its size. When opened, direct fire to its mantle causes it to flip into a defensive position. If it can slam shut, it ejects a spread of harmful energy globules.

## **Puffer**

Unstable gas-filled organism. Will rupture on contact. Puffers fill their bodies with lethal meta-viprium gas and float about in search of food. If ruptured, the gas within the Puffer is violently released. Despite their fragile bodies, Puffers are aggressive hunters. The gas cloud they release upon death is often fatal to the creature that brings them down as well.

## **Triclops**

Hard-shelled creature with powerful jaws. The Triclops is a hunter-gatherer. It collects small creatures and bits of foodstuff, then deposits them elsewhere for later consumption. The hard tripartite mandibles it uses to move earth and rock are quite strong and difficult to escape once ensnared.

## **Elite Pirate**

Phazon-enhanced Space Pirate. Incredibly strong, armored, and well armed. Elite Pirates are potent foes. Their energy-siphon system absorbs Beam weapon shots, which they use to fuel a massive Plasma Artillery Cannon. The nature of this system makes them vulnerable to concussion-based weapons. Well armed, the Elite Pirate is effective in close combat and at a distance. Their massive size can be a weakness, and their sluggish speed allows for evasion and quick attacks.

## **Fission Metroid**

The Fission Metroid is a mutant, capable of splitting in two. This split endows the new creatures with invulnerability to most weaponry. This effect is unstable, resulting in weakness to a type of weapon fire. The vulnerability appears to be random, due to the chaotic nature of Phazon mutation.

## **Ice Trooper**

Space Pirate armed with Ice Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

## **Mega Turret**

Perimeter defense turret reinforced with energy shielding. Frustrated with inferior armor plating on standard defense turrets, the Space Pirates added energy shielding to a modified heavy Cannon. The new shielding and increased Beam strength makes the Mega Turret an efficient point defense weapon.

## **Omega Pirate**

Most powerful of the Elite Pirate Forces. Omega Pirate can become invisible to normal sight. It is vulnerable when cloaked, as all energy is drawn from defense systems. By exposing itself to Phazon, it can regenerate damaged tissue and organs. Considered the pinnacle of the Elite Pirate program, this enemy should be handled with extreme caution and maximum firepower.

## **Phazon Elite**

Elite Pirate infused with energized Phazon. The Phazon-charged Elite Pirates rely more on their Wave Quake Generators, opting not to carry the vulnerable Plasma Artillery Cannons normally used by Elites. The direct fusing of Phazon into their bodies provides a tremendous level of energy. The drastically lower life span that comes with this process is of little concern to the Pirate Research team.

## **Plasma Trooper**

Space Pirate armed with Plasma Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

## **Power Trooper**

Space Pirate armed with Power Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

## **Wave Trooper**

Space Pirate armed with Wave Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

# **Phendrana Drifts**

## **Baby Sheegoth**

Glacial predator. Ice shell protects vulnerable dorsal area. Young Sheegoths grow a resilient shell of ice on their backs which serves to protect a layer of vulnerable flesh. With this being their only weak point, Baby Sheegoths will turn quickly in order to not allow predators the opportunity to strike at their backs. Powerful hunters, they fire bursts of ultracold gas at potential prey, then feast on their frozen victim.

## **Crystallite**

Territorial cold-weather scavenger. The shell of a Crystallite reflects Beam weapons, and can only be cracked by a concussive blast. They hang upside down in an ice cave during their larval stage. Moisture runs off its body and forms the hard ice shell, which the Crystallite retains for the rest of its life.

## **Flickerbat**

Scavenger with optical camouflaging that renders it invisible to the naked eye. Flickerbats are deceptive creatures. The only way to track them reliably is with x-ray imaging. They fly ceaselessly, hunting insects and other small prey that float on the air currents. Flickerbats tend to fly in cyclical hunting patterns, using primitive sonar to navigate.

## **Glider**

The Glider is a docile, airborne creature with unusual magnetic properties. Gliders live a relatively peaceful existence. They have a magnetic signature attuned to common Grapple Beam technology; the sport of 'Glider riding' involves using a Grapple to attach to a Glider, then attempting to stay on it as

long as possible.

## **Hunter Metroid**

As Metroids develop, they become more efficient predators. An energy-draining tentacle allows them to attack at a distance. Quick to anger, a Hunter Metroid will charge troublesome prey and attempt to ram them into submission. Cold-based attacks are still quite effective against these creatures.

## **Ice Beetle**

Burrowing insect with an ice-reinforced carapace. Averse to heat. This member of the Beetle family has adapted to life in the subzero temperatures in the Phendrana Drifts, growing a thick ice shell over its entire body. The ice is extremely resilient, providing the Ice Beetle with extra protection and augmented digging abilities.

## **Ice Burrower**

The Ice Burrower is a hardy life form that has adapted to the frigid climate of Phendrana. It spends most of its time tunneling through the frozen soil, but occasionally surfaces to attack passers-by.

## **Ice Parasite**

A simple scavenger life-form that possesses a crystalline outer shell. Parasites are hardy creatures, able to adapt to any environment within three generations. The Ice Parasite is a prime example. Having adjusted to a frigid climate, this vermin now thrives in it. Omnivorous, it can exist in areas hostile to most life-forms.

## **Ice Shriekbat**



Morphology: Ice Shriekbat Ice-encased ceiling-dweller. Like standard Shriekbats, these creatures are easily spotted with Thermal Imaging. They roost on cave ceilings, subsisting on insects, reptiles and small mammals. Fiercely territorial, they will dive-bomb anything that wanders near.

## **Metroid**

Energy-based parasitic predator. The dominant species of planet SR388, Metroids can suck the life force out of living things. A Metroid will latch onto its prey and drain energy, growing larger as it does. The only way to shake an attached Metroid is to enter Morph Ball mode and lay a bomb.

## **Scatter Bombu**

Pulsing tendrils of energy extend from creature's body. Like all Bombus, these creatures can only be harmed by electrical energy. Proximity to these life-forms may result in electrical Visor interference. It is possible to avoid engaging Scatter Bombus by rolling into the Morph Ball and slipping between the rotating energy streams.

## **Sentry Drone**

Well-armed and armored security mecha. Sentry Drones have limited intelligence, but do their assigned tasks well. Being machines, they are susceptible to electrical attacks. When alerted, Drones initiate a security lockdown, then attempt to neutralize the intruder. Their electronic warfare suit can scramble Visor technology as well.

## **Shadow Pirate**

Pirate forces trained and equipped for stealth operations. A select group of Space Pirates have access to sophisticated cloaking technology. This gear drains high levels of power, however, forcing them to rely solely on melee weapons in battle. Use enhanced detection gear when fighting these units.

## **Sheegoth**

Supreme predator of the Phendrana Drifts. Sheegoths are invulnerable to most Beam weapons. The crystals on their back absorb energy, which they can fire at prey. Sheegoths have poor stamina. They hyperventilate after using their breath attack, making their mouth area vulnerable. The soft underbelly of a Sheegoth is susceptible to concussive blasts. In battle, they expel blasts of frigid gas.

## **Space Pirate**

Morphology: Space Pirate Sentient aggressor species well trained in weapon and melee combat. Space Pirates wield Galvanic Accelerator Cannons and forearm-mounted Scythes in combat. This species seeks to become the dominant force in the galaxy, and their technology may help them realize this goal. Ruthless and amoral, the Pirates care little for the cost of their ambition. Only the results matter, and they take these very seriously.

## **Thardus**

An animated, sentient creature of stone charged with Phazon radiation. The Phazon radiation given off by Thardus negates auto-targeting systems, preventing lock-on. It may be possible to acquire alternate targets with a different Visor. The chaotic nature of Phazon irradiation leads to instability in its structural integrity. Thardus can encase targets in ice, and its colossal size and strength make it a formidable opponent.

# Tallon Overworld

## Aqua Drone

Security mecha adapted for use in underwater areas. The Space Pirates have adapted a number of Sentry Drones for use in liquid environments. These Aqua Drones utilize an arsenal and artificial intelligence suit similar to their 'cousins.' The Pirates have been unable to properly shield these Drones from electrical attack, making them vulnerable to the Wave Beam.

## Aqua Pirate

Space Pirates with exoskeletons modified for underwater use. Using modified thruster-packs and Gravity Suit technology, the Space Pirates have armorsuits for use in liquid environments. Thermal tracking is still very useful against these units, as the Pirate engineers have yet to eliminate the thruster-pack's high heat signature

## Aqua Reaper

Powerful aquatic tentacle, part of a submerged organism. Similar in nature to the surface-based Reaper Vine, the Aqua Reaper has adapted to a liquid environment. It shares the poor vision of its rock-dwelling 'cousin,' relying on a crude sonar sense to seek prey. Unhindered by water, the Aqua Reaper has considerable speed and strength.

## Aqua Sac

Will burst when subjected to impact or trauma. Believed to be in the same family as the Sap Sac, this plant has similar features. It will burst when exposed to force. This protective response keeps most creatures from feeding on it.

## **Beetle**

Burrowing insect with a resilient carapace. Extremely aggressive. Insect's massive mouth enables it to tunnel through solid rock at high speeds. Above ground, Beetles can cover short distances rapidly. They attack anything that moves near their lair.

## **Blastcap**

Volatile chemicals within this weed's toxic fungal cap may explode if agitated. The poisonous flesh of the Blastcap helps keep it from being eaten. It also detonates its fungal cap when it senses even slight contact.

## **Bloodflower**

The Bloodflower is able to eject toxic spores. Toxins are poisonous even to the Bloodflower itself. Three mouth-nodules protrude from the stalk beneath the flower, each with a rudimentary brain cluster and the ability to spew toxic fumes at anything with a five-meter radius. The spores ejected from the Stigma at the center of the flower are sufficient to kill this creature if they explode in its vicinity.

## **Flying Pirate**

Pirates trained and equipped for airborne assault. Flying Pirates are extremely agile in the air, but the heat signatures of their jet packs can be tracked with Thermal Imaging. While their Missiles are extremely potent, their jet packs can be even more so. If the pack fails, they will make a suicide strike.

## **Geemer**

Wall-crawling mollusk with retractable spikes. The Geemer is an evolutionary offshoot of the Zoomer family. When threatened, it extends lethal spikes and retracts its head deep into its armored carapace.

## **Jelzap**

Aquatic predator made of electrically bound skeletal halves. The Jelzap's brain is located in the upper half of its body, while the heart and digestive tract occupy the lower half. Linked only by electrical impulses, the two halves somehow function effectively enough to launch the Jelzap to the top of Tallon IV's aquatic food chain.

## **Meta Ridley**

Genetically enhanced Ridley Metaform Reborn and evolved through Pirate technology, Meta Ridley is a fearsome enforcer. Its hide is extremely resilient, save for the chest, which has thinner plating. The Pirates have fused a number of potent weapons to the creature, including a Multi-Missile System, a Kinetic Breath Weapon, a Meson Bomb Launcher, and an Ultrathermal Flamestrike Projector. Meta Ridley is also a formidable melee combatant, making any sort of engagement a risky proposition.

## **Sap Sac**

Chemical reaction within sac produces violent explosion when agitated. Because of its irresistible odor and sweet nectar, the Sap Sac was nearly eaten out of existence. The evolution of an explosive chemical sac saved it; now only brave or ingenious creatures dare to devour it.

## **Seedling**

Plant based ground feeder. Dorsal Spines can be ejected in self-defense.

## **Tallon Crab**

Crustacean native of Tallon IV. Hard-shelled swarm life-form. Once harvested for food, exposure to Phazon has seen this practice diminished. Creatures are timid and harmless alone, but can be a problem when traveling

in swarms.

## **Tangle Weed**

Plant life with basic sentience. Retracts into ground if threatened. Tangle Weeds are only dangerous to small organisms. They are covered in tiny barbs designed to trap potential meals. Tangle Weeds lack the strength to do anything more than hinder larger life-forms.

## **Zoomer**

Anchors itself to walls and other surfaces. Avoid contact with spikes. A basic nerve center located directly above the Zoomer's mandibles detects nutrients. Sharp spines protect it from casual predators, but the lack of a reinforced carapace makes the Zoomer vulnerable to any indirect attacks.

# **Research**

## **Grapple Point**

Analysis indicates a viable attach point for the Grapple Beam. To use the Grapple Beam. Use Z when the (grapple) icon appears.

## **Gunship**

Hunter-class gunship registered to Samus Aran. You can return to your ship to recharge energy, reload weapons and save progress in the game.

## **Large Energy**

Large Energy. Replenishes 20 units of energy.

## **Large Missile Ammo**

Missile Ammunition. Resupplies Missile Launcher with 10 rounds of ammo.

## **Locked Door**

Lock system engaged. Secure the area to unlock door.

## **Map Station**

Map Station. Walk into Map Station holograms to download a map of the area you're in.

## **Medium Missile Ammo**

Missile Ammunition. Resupplies Missile Launcher with 5 rounds of ammo.

## **Missile Door Lock**

There is a Blast Shield on the door blocking access. Analysis indicates that the Blast Shield is invulnerable to Beam weapons. Explosive weapons may damage it.

## **Missile Station**

Missile Station. Step into these stations to fully reload your Missile Launcher.

## **Morph Ball Slot**

Standard Morph Ball slot. This slot is active. Inserting the Morph Ball and detonating a Bomb will usually cause these slots to send electrical impulses that can activate different types of devices.

## **Power Bomb Ammo**

Power Bomb Ammunition. Resupplies Power Bomb with 1 round of ammo.

## **Save Station**

Save Station. Step into these stations to save your game and fully restore your energy.

## **Small Energy**

Small Energy. Replenishes 10 units of energy.

## **Small Missile Ammo**



Missile Ammunition. Resupplies Missile Launcher with 3 rounds of ammo.

## **Spider Ball Track**

Magnetic rail system track. In Morph Ball mode, press and hold Z when close to this type of surface. Use the control stick to move the the ball along the the track. Release Z to disengage from the surface. CAUTION: A Morph Ball Bomb will briefly disengage the Ball from the track.

## **Spinner**

This is a standard Spinner device. The generator belts of the Spinner can be activated by rapid rotational force. Use the Boost ability of the Morph Ball when inside a Spinner to activate the device.

## **Stalactite**

This hanging rock structure appears to have a weak spot near its base. Some stalactites can be dislodged from ceilings, allowing them to be used as platforms to cross otherwise unreachable areas.

## **Tallon Iv**

Planet Tallon IV. Mass: 5.1 trillion teratons. Profile: Ecosystem studies indicate that Tallon IV was a biological paradise prior to the impact of an extraterrestrial object. What remains of the biosphere is slowly fading due to exposure to Phazon radiation. At current rate of decay, Tallon IV will be a barren Class XIII wasteland in approximately 25 years.

## **Ultra Energy**

Ultra Energy. Replenishes 100 units of energy.

## **Zebes**

Planet Zebes Mass: 4.8 trillion teratons. Profile: Planet's crust is primarily Urthic ore, making it ideal for subterranean construction. A class XIX planet, Zebes is inhospitable to most bioforms. The world was considered unremarkable until it became a base for Space Pirate forces.

# Chozo Lore

## Beginnings

The history of the Chozo stretches back into ancient times, so far into the fog of the past that we know not where our ancestors came from. One thing is clear, however: the Chozo who colonized Tallon IV made a conscious choice to eschew a civilization of advanced technology. They chose to live in harmony with nature, guided by the providence of the universe. As this city grows, we plan to honor them with written tributes, carvings etched in stone to remind us always of their legacy.

## Beginnings

Our sanctuary grows by the day. We Chozo know much of technology, but we have chosen to leave it behind on this journey. Our home here on Tallon IV will be a place of simplicity: structures hewn from the stone, bridges woven with branches, hallways caressed by pure waters. We build around the ancient and noble trees, drawing from their strength and giving them our own in return. All that is wild will flow around us here; our race will be just one more group of creatures in the knit of nature. It is our hope that such a state will bring with it great wisdom, a greater understanding of the nature of the universe. Once our city here is complete, we will peer inward and discover the truth.

## Binding

The congregation of Artifacts that hold the Great Poison at bay still hold strong. Fearful of the potential within the Artifact Temple, the invaders known as Space Pirates tried to destroy it, only to fail in every attempt. We scattered the Artifacts across the planet for their protection, and only a few have fallen into invader hands. Failing to understand them, they now seek to unmake them. Again, they fail. They are right to fear these things. Great

power sleeps inside them. Prophecy calls for their union, come the day that the unholy Worm is met by the great Defender. We can only hope the Artifacts are not destroyed by the invader, for then all will be lost. So, we do what we can to preserve the Artifacts, and to guide the Newborn to them. Time wanes with our souls, yet hope remains.

## **Cipher**

As the Great Poison reaches ever further into the planet, we Chozo begin to feel the gnawings of despair - before it is too late, we now make our last stand. We have begun to build a temple to contain this darkness; at its heart we will place a Cipher, a mystical lock powered by twelve Artifacts and filled with as much power as we Chozo can harness. We wonder, though - even when we are done, will it be too late? And will the power of the temple, and the Cipher itself, prove strong enough to hold back the poisonous tide that even now swells within the ground, threatening all life?

## **Cipher**

None know if our temple, the Cradle, will prove powerful enough to contain this evil forever. How can we Chozo hope for it to remain intact when that which it guards writhes in the darkness, growing always stronger? The fate of this world rests with the gathering of Artifacts we call the Cipher, but even it is not all-powerful. It is strong, yes; an enchanted whole made of twelve links. Still, it is finite in its reach, and we who guard it are slowly succumbing. When our vigilance crumbles away into madness, the Cipher will be exposed and the fate of Tallon IV will be beyond our influence.

## **Contain**

The containment of the Great Poison... This task has fallen to the Chozo, and we will not flee from our duty, even as we suffer with the land and its creatures. We will pour our will into the Twelve - the Artifacts that, when brought together, form the lock that holds this great evil at bay in the depths of the planet. This lock must stand up to all who might come to assault it. To

preserve the power of the seal, and to protect it from those who would meddle for their own designs, we will spread the Artifacts across the land, hiding them from prying eyes. The lock must never open until the day comes when this disaster can finally be put right.

## **Cradle**

None know if our temple, the Cradle, will prove powerful enough to contain this evil forever. For now, it wraps around that abomination, cutting it off from the world above. But how can we Chozo hope for the Cradle to remain intact when that which it guards writhes in the darkness, growing always stronger? The fate of this world rests with the gathering of Artifacts we call the Cipher, but even it is not all-powerful. It is strong, yes; an enchanted whole made of twelve links. Still, it is finite in its reach, and we who guard it are slowly succumbing. Will the Entrusted One arrive before our vigilance crumbles away? That time rapidly approaches...

## **Entrusted One**

So many creatures suffer beneath the blight upon the land, and we Chozo are no exception. But for all of our pain, we can at least believe in the promise of the future; unlike the apparitions that have begun to appear, entities that feel neither hope nor solace. We call these doomed souls The Turned - taking ghostly Chozo forms, they know no reason beyond the instinctive urge to protect our lands. They will likely exist in limbo forever. We have come to believe that a time may never come when we can once again open the door and banish the darkness we've contained. Even so, our vigilance will forever remain. We believe that on some far-off day, a savior will come and continue what we have begun. For that savior, we will leave our ancient weapons and armor - the soul who can gather them will be the Entrusted One, the only being who can reverse the evil that grows here.

## **Exodus**

We Chozo are departing now, after so many years in peaceful seclusion here

on Tallon IV. When we came, this place was a refuge for our spirits, a civilization built from native materials, bereft of the trappings of our technology. We were linked to the land here, kindred to the plants and animals, far away from the machines we had become so dependent on. And so we leave it now, pristine, a testament to the mortal forms we no longer need. We have drawn the veils of time and space aside, and are withdrawing beyond the illusion. But we will never forget this, the most sacred of our homes. And we will remain ever watchful.

## **Fountain**

The future is a vague thing, ever-changing and always in doubt. Even if we Chozo could gain the ability to foresee the future, it would be a hollow gift, for we could never hope to control what has yet to occur. The fountain is an example of this - the day may come when its water dries up, and there is nothing we could do to stop such a tragedy. But we do know this: unlike the uncertain flow of water, the power of our will is strong and enduring. The will of the Chozo will never dry up.

## **Great Poison**

What is this otherworldly pestilence that infests the land, seeking out life in its blind need for corruption? And where did the meteor that brought it originate? Was it crafted by alien hands or is it a roving chunk of a planet that suffered a violent end? Our minds quail in horror at the thought that long ago, in some corner of the universe as yet unseen by our eyes, an entire planet was perhaps once coated with this Great Poison. Whatever cataclysm may have ruptured that doomed place must have been mighty, indeed... and if other meteors from it spread through space, bearing this evil to the far corners of the universe... We hold fast to the hope that this is not so, that the only surviving remnants of this evil are here, on Tallon IV. Then, at least, there is hope for its eradication.

## **Harmonization**

Many long years have passed since we Chozo first took root in this land. The passage of time has always been a source of fascination to us; it is the belief of many Chozo sages that the truths of the universe hide within the tumbling currents of time's flow. Even as we search for answers there, however, we find illumination in other, unexpected places. We know not how the ability has come to us, but recently many Chozo have begun to sense things beyond the realm of ordinary perception. Strange sights and inexplicable sensations flood our minds, filling us with visions of past and future. We take this growing ability to be a sign of our burgeoning harmonization with the infinite; perhaps, finally, the universe's secrets are becoming known to us.

## **Hatchling**

As we struggle with the Great Poison, something stirs at the edges of our vision. It is the Hatchling Samus. We feel her, across the void, as she hunts the corrupted. Will our fates again be one? As our pride shatters, will prophecy become real? When all strength wanes from the Chozo, will it be the Hatchling who fulfills our legacy? True sight eludes us, for the Poison gnaws at all vision, leaving seers blind and filled with despair. Truth's blessing may come too late.

## **Hatchling's Shell**

The Hatchling walks among us. Are these dreams? Memories? Foretellings? Time and reality swirl together like estuary waters, and we Chozo know not what to believe. She appears as ghostlike as the Chozo, but at times the mists clear. We see her wounded eyes, and remember the child we found so long ago. What has she become, this Newborn? Clad in Chozo armor, wielding weapons our hands once held, does she dream of the Chozo as we once were? Does she long for her parents, lost to the same creatures that even now defile our sacred home? Does she still live?

## **Hope**

More and more, our tormented minds turn to the Newborn. As the world

continues to shift into brutal, disconnected images, she remains inarguably real; a fearless figure delving deeper into this blighted world, unmindful of the terrors that await her. Was she this way before? When we Chozo found her, a fledgling orphaned on a savaged planet, did a warrior's pulse already beat in her veins, filling her with righteous fury? Our hopes lie with her. We leave these messages for her, that she may find our Artifacts and deliver the world from its evils. Wraiths we may be, but our reach is still long indeed. We shall fight the invaders, and the Poison they would master, until the end.

## **Infestation**

A second plague has come upon the land, dousing the last flickering hopes of our race. Drawn by the very force we Chozo hoped to contain, a host of marauding creatures descended from space and invaded our temple, the Cradle. They try in vain to destroy it, but its power remains beyond them for now. They possess some of the twelve Artifacts we call the Cipher, yet do not comprehend their function. Ignorant creatures, they are blinded by delusions of harnessing the Great Poison for their own designs. They walk about as masters of the planet, assimilating the ruins of our sanctuary into their experiments. We can but watch and wait for our doom.

## **Infestation**

To the Entrusted One: if you read these words, then our hope has not been in vain. Your path is fraught with danger - monstrosities beyond description lurk in the shadows, starving, hunting for prey, searching for ways to quench the poisonous urges that bloom in their brains. Some of these are shrewd, but they are blinded by their evil designs: believing in the black promise of the Great Poison, they seek to harness it for their own ends. It is these last that are the greatest danger, perhaps an ever greater one than the Great Poison itself. When you rid the universe of these creatures, you will be the true Entrusted One.

## **Meteor Strike**



Unforeseen by sages, a meteor came as if from nowhere, casting a dark shadow of debris over the land with the violence of its impact. Its destructive force spent, the fallen star burned itself out rapidly, and the incident should have faded into memory... but the meteor brought with it corruption. A Great Poison burst forth into the land, a strange energy that clawed at natural life with a ferocity that seemed almost sentient. Bound by our ignorance of this phenomenon, we Chozo could only watch in horror as this dark force slowly began to spread across the surface of Tallon IV.

## **Newborn**

The power of our temple has been enough to halt the spread of the poison on Tallon IV, but that which remains thrives and grows more concentrated, gnawing on itself in the dark passages beneath the planet's surface. Whether it can ever be truly destroyed is not for our eyes to see. But there is something else. We Chozo are drifting, tumbling through space and time as the Great Poison eats away at our sanity. We wake in dreams. As the veil of lunacy descends, as past and future blend and shuffle, one image appears and flickers through the landscape, wraithlike. It is the Hatchling, the Newborn, walking the path of corruption, a lone figure shining in the toxic shadows. She comes dressed for war, and her wrath is terrible. Do our eyes look backward, seeing the Hatchling as she once was? Or does she approach even now, arriving in our race's last hour, a savior clothed in machines crafted long ago by Chozo hands? Poisonous clouds drift across our vision.

## **Prophecy Of Light**

Throughout our living nightmare, as we battle with this unyielding darkness, we Chozo see a light. This light glows with promise, chasing the shadows cast by the Great Poison and purifying that which has grown toxic. It is strange, though - at times it looks to our eyes as if the light coalesces into the figure of a woman. Burning brightly, the luminescence descends from space then retreats back into the infinite blackness from whence it came. When this prophecy comes to pass, when the light recedes, the Chozo's long vigilance of containment will finally come to an end.

## **Purification**

Our sanctuary grows by the day. We Chozo know much of technology, but we do not worship it. Our home here on Tallon IV will be a place of simplicity: structures hewn from the stone, bridges woven with branches, hallways caressed by pure waters. We build around the ancient and noble trees, drawing from their strength and giving them our own in return. All that is wild will flow around us here; our race will be just one more group of creatures in the knit of nature. It is our hope that such a state will bring with it great wisdom and a greater understanding of the nature of the universe.

## **Shapeless**

Things bound to earthly shapes are temporal and frail; existing in a single dimension, they are fragile, vulnerable, and ultimately mortal. However, not all things obey this law - shapeless, they wait beyond the realm of perception, emerging only when one arrives who can feel their presence. Such is the will of the Chozo. Our will to defeat the evil seeping into this planet remains forever, desiring only to see the darkness meet its end. Mindless but strong, our will shall never sleep until the Entrusted One arrives to cleanse this land.

## **Shining One**

The power of our temple has been enough to halt the spread of the poison on Tallon IV, but whether the evil can ever be truly destroyed is not for our eyes to see. The future is cloudy to us, a world of veils where dark apparitions flit in the shadows. Within this strange world, one image stands out in the mist, flickering through the landscape, wraithlike. It is a human, a lone figure shining in the toxic shadows. We Chozo do not know what it is, but our hearts swell with hope at the promise of that glowing light. We will place our faith in our shrine; we will be there when the light shines upon our land.

## **Spreading Evil**

The cries of this dying land echo in our ears as we Chozo watch the Great

Poison seep ever further into the living pulse of the planet. The dark energy sinks into the trees and waters, devouring all life. Peaceful beasts die by the thousands - some creatures survive, but their forms grow as twisted and evil as the force that fell from the sky. Many of these mutated monstrosities remain small enough to do little harm, but others grow enormous and threaten our very existence. One such beast defiles our sacred fountain, disgorging poison from its foul form, replacing pure, flowing water with cascades of creeping death. Even in the face of such horror, we Chozo do not turn in fear. We are all that stands in the way of this Great Poison, and it is our duty to contain it.

## **Statuary**

As we have done for millennia, we Chozo work constantly on our statuary. The statues are our sentinels; blind but ever watchful, they are, and have always been, repositories for our most precious secrets and strongest powers. The crafting of each is a long and sacred process, performed only by those Chozo who have lifetimes of experience in such things. We have left these relics on planets across the solar system. Some are merely reminders; silent emblems of the Chozo that serve as icons of peace in lands that know only war. Others wield subtle strength, exerting their influence in ways beyond the understanding of mortal creatures. Still others are guardians of our secret ways, and these can be as terrible as they are beautiful. Those who respect and honor these relics will know the friendship of the Chozo. Those who deface or destroy them will know our wrath, unfettered and raw.

## **The Turned**

Many Chozo have gone beyond now, and this is a mercy. Those of us who remain suffer in dimensional flux, drifting helplessly across time and space, guided by unseen and inexorable currents. The Chozo who cling to sanity fight the tide, but our minds are weakening. Soon we will all be like the Turned, Chozo who have been utterly corrupted by the Great Poison. The Turned still hold to their Chozo forms, but their minds are black with fell intentions. Gone is their respect for life. They honor only destruction, and seek to disrupt the Artifacts holding the Great Poison at bay. All life taunts

them, and they do not rest. Before long, they will be all that remain of the Chozo here.

## **Worm**

The prophecies tell of the coming of the Worm. Born from parasites, nurtured in a poisoned womb, the Worm grows, devouring from within, until the world begins to rot. The words of the seers have come to pass, for there, in the depths of the world, the ravenous Worm lurks and feeds. From the stars it came, blighting Tallon with its Great Poison. We can but watch as the Worm grows, watch and wait. For the prophecies also speak of a great Defender, the one who delivers the world from evil. The final days draw near. Is the Newborn the Defender of which the seers spoke? We shall do all that we can to aid her, for she bears our legacy as she bears the ancient armor and weapons of our people.

## **Worm**

Many Chozo are gifted with the distant sight, and even more begin to learn it as our harmonization with the universe becomes more and more complete. We peer forwards, seeing prophecy in the ripples of the water, hearing rumors of coming days on the breath of the wind. Though we celebrate the distant sight, many of these visions are dark - the worst of the prophecies, and the most common, tells of the coming of the Worm. Born from parasites, nurtured in a poisoned womb, the Worm grows, devouring from within, until the world begins to rot. Not all prophecies come to pass, of course, but we cannot help but fear this dark portent.

# Pirate Data

## Artifact Site

Field team reports are in on an aged structure of alien design built on the surface of Tallon IV. Studies show this structure projects a containment field. This field bars access to a prime source of energy within a deep crater. Science Team believes the field is powered by a number of strange Chozo artifacts. Studies for possible resting places for these talisman have begun. As the field could hinder future energy production operations on Tallon IV, we must dismantle it as soon as possible. If this means the destruction of the Chozo Artifacts, it will be done.

## Artifact

We have come to another dead end. It is clear now that we will never discover the locations of the Chozo's artifacts until we can decipher the messages carved into the statues in this abominable temple. Our language databases are woefully inadequate, and our linguistic analysts can come up with little more than vague theories. The best hypothesis we can offer is that finding the artifacts will require items spiritually linked to the Chozo civilization. However, without these items, we are lost, and Command grows more impatient by the day. Results must be produced soon.

## Chozo Artifacts

We are particularly interested in a number of curious Chozo Artifacts we have been able to recover from a number of religious sites on Tallon IV. These relics resonate with power, and yet we are unable to harness them in any way. Science Team is attempting to fuse them together with Phazon, believing that a link might exist between them. We know that these Artifacts are linked to the Chozo Temple that block full access to the Impact Crater. We have yet to crack this enigma, however. Command grows impatient

regarding this matter: results must be produced soon.

## **Chozo Ghosts**

There have been numerous incidents involving spectral entities at Chozo Ruins sites. Several personnel have been assaulted by these Chozo Ghosts; few have survived. Survivors speak of swift attacks from nowhere, brief sightings of the enemy, then nothing, only to be followed by another attack. Science Team believes these attacks are in response to our efforts to recover Chozo relics and Artifacts. Somehow, these entities are able to interact with the physical world, and it appears they wish to keep their Artifacts to themselves. We will make them pay for such arrogance, for even ghosts can be destroyed.

## **Chozo Studies**

Results are in from field studies on extinct bioform group Chozo. We believe that Tallon IV was once a stronghold in a great Chozo empire, brought low by the meteor strike. Planetary devastation brought an end to the Chozo, yet remnants of their society remain. We are studying these relics in attempt to harness their power. What is of no use to us, we destroy. In time, we shall have all we need from this dead race, and shall wipe this planet clean of their ugly Ruins. The dead should serve the living, not hinder them.

## **Contact**

Scans of the Spiral Sector detected a massive energy spike emanating from a Wanderer-class planet identified as Tallon IV. Scout reconnaissance was immediately dispatched to the center of the spike, a land mass at heading mark 40.08.02, returning with planetary samples and atmospheric imaging. Analysis shows the energy source to be an unstable radioactive material of enormous potential. We are unable to form an accurate risk-assessment at this time, but we are unlikely to find an energy source this powerful again. Analysis will continue, but currently Tallon IV appears to be a viable secondary headquarters.

## **Elite Pirates**

Initial Project Helix experiments with Space Pirate embryos were disastrous. The Phazon-infusion process degenerated brain tissue even as it augmented muscle mass. None of what termed Elite Pirates lived to maturity; the few that survived their infancy suffered severe psychotic breakdowns as juveniles, killing anything within their zone of perception. Research team Sclera made a recent breakthrough, in which parasite studies with a Phazon strain code-named Vertigo were highly successful. Since then we have successfully fused Vertigo Phazon with Space Pirate DNA with great success. The latest batch of Elite Pirates have reached maturity successfully and are ready for field testing and training.

## **Fall Of Zebes**

Zebes has fallen. All ground personnel are presumed dead, either killed by the Hunter clad in metal or in the subsequent destruction of the underground facilities. Our research frigates Orpheon, Siriacus and Vol Paragom were in orbit at zero hour and managed to retreat. Frigate Orpheon is now docked at Vortex Outpost. Orpheon's cargo appears to have a 100% survival rate; Metroids are healthy but on restricted feeding schedules due to uncertain supply status. We are ready to begin research on the Metroids and other promising life-forms. Security status remains at Code Blue; no signs of pursuit from the Hunter.

## **Galcial Wastes**

Research outpost Glacier One in Phendrana Drifts region of Tallon IV's mountains is operating at 85% capacity. Sub-zero temperatures have made the Metroids sluggish and easy to control, even those well into Phazon infusion cycles. Cold containment status is sufficient for the juveniles, but some of the larger Metroids have been moved to quarantine caves for safety purposes. Security doors remain an issue, as malfunctions due to ice occur everyday. Large predators in the wastes are also a concern, as they continue to kill personnel and breach secure areas. Unfortunately, it has become clear

that our containment teams cannot neutralize all of them without a vast increase of munitions and soldiers.

## **Gate System**

Analysis continues on these cursed ruins and the Chozo temple that hovers near them. We are now completely certain that the containment field denying us access to the impact crater is linked to strange artifacts that belong in the temple... but we are no closer to finding them or deciphering the riddles that seem to cover every wall of this ruined place. Command grows increasingly anxious for a resolution to this matter, so we must redouble our efforts. X-ray squads will begin terrain sweeps within days - until they begin, patrols are instructed to report any and all architectural anomalies to their commanders.

## **Hunter Weapons**

Science Team is attempting to reverse-engineer Samus Aran's arsenal, based off data acquired from her assaults on our forces. Progress is slow, but steady. Command would dearly enjoy turning Aran's weapons against her. We believe we can implement Beam weapon prototypes in three cycles. Aran's Power Suit technology remains a mystery, especially the curious Morph Ball function. All attempts at duplicating it have ended in disaster; four test subjects were horribly broken when they engaged our Morph Ball prototypes. Science Team wisely decided to move on afterward.

## **Impact Crater**

Investigations into a possible ingress point for the Impact Crater continue to meet with failure. The shield of strange energy that protects it is impermeable, and all attempts to tunnel past it have proved fruitless. Our continued futility in this matter is made all the more significant in light of recent life form readings we've discovered emanating from deep within the crater. Analysis of the readings indicates that a massive creature is gestating in there, absorbing enormous amounts of Phazon from the Phazon core at the heart of the impact crater. This discovery makes accessing the crater doubly



important - not only will it open the door to the vast deposits of Phazon within, but it will also lead us to this creature, whatever it may be.

## **Meta Ridley**

The reconstruction of geoform 187, code-named Ridley, was recently completed. After his defeat on Zebes, Command ordered a number of metagenetic improvements for him. Though aggressive, we were able to implement these changes in a cycle. The metamorphosis was painful, but quite successful in the end. Early tests indicate a drastic increase in strength, mobility, and offensive capability. Cybernetic modules and armor plating have been added as well. We believe our creation, now called Meta Ridley, will become the mainstay of our security force, a job he will certainly relish.

## **Metroid Forces**

Studies of Metroid biology continue, though with limited progress. It seems likely that we will be much more successful using the Metroids for our means rather than trying to reproduce their powers. If they could be adequately tamed, we would have no need of a proper understanding of their metabolism. A small force of disciplined Metroids could wipe out entire armies, and once we find a way to shield them from cold-containment weapons, they will be invincible. Furthermore, if we could then harvest the energy they'd consumed, we would have a near-limitless source of power at our disposal.

## **Metroid Morphology**

Metroid dissection continues to produce more questions than answers. Our research teams have isolated the energy conduits that run from the invasive twin mandibles to the energy core in the creature's quadripartite nucleus, but the manner in which the Metroid actually extracts the life force from its pray remains an utter mystery. The victim does not lose blood or any other vital fluids, and yet the Metroid extracts energy; identifying this energy is our central problem. It takes no physical form, and yet without it, the victim dies.

We will continue to research this matter, as the isolation of this life-giving essence could be the key to our ascendance.

## **Metroid Prime**

Test subject Z-d, hereafter referred to as Metroid Prime, was recently discovered in a cavern by mining crews. It quickly dispatched the miners, but was eventually contained by security units and drones. Once contained, we were able to begin studies upon Metroid Prime. The results have been astonishing. It is genetically similar to a Metroid, albeit on a high evolved level. It displays a limitless capacity for Phazon infusion and shows no Phazon-based degeneration whatsoever. It continues to grow in size, and while it has manifested some psychotic behavior, the cold field we use to pacify remain effective. Authorization for advanced studies on Metroid Prime have been approved.

## **Metroid Studies**

Initial transfer of Metroids to Tallon IV research facilities has been completed. Three were terminated in an incident at the landing site, but the others were pacified and transported safely. Initial Phazon infusion testing is under way. We are eager to observe the effects of Phazon on Metroids, especially their ability to absorb and process the energy give off by Phazon sources. Early research suggest a considerable growth in power and size. Whether the creatures will stay stable thereafter remains to be seen.

## **Mining Status**

Mining operations have begun near the crater where Phazon appears to be most concentrated. Daily Phazon yields have increased 44%, and our mining system becomes more streamlined as personnel and equipment flows increase. Several incidents of Phazon-induced madness have been reported, prompting augmented life-support regulations in the deeper chambers. Symptoms include loss of equilibrium, erratic respiration, muscle spasms, and in the most extreme cases, hallucinations. A timeline reassessment for the

refinery operation is recommended, as the material proves more unstable than initial analysis indicated.

## **Omega Pirate**

Elite Pirate Upsilon's propensity for Phazon has enabled our research team to infuse it far beyond our safety restrictions, and the results have been extremely encouraging. Its constant Phazon diet has increased its mass exponentially, but it has retained all mental faculties and shows dexterity with all Elite weaponry, including Plasma Incendiary Launchers and the Chameleon Manta issued for cloaking purposes. Elite Pirate Upsilon exhibits miraculous healing abilities: when injured, it seeks out Phazon deposits and coats itself in the substance, which instantly mends the creature's wounds. The subject, which we are code-naming Omega Pirate based on these developments, shows potential to be a new standards for our armies. Our only concern at this point is its potential overdependence on Phazon.

## **Parasite Larva**

Our initial tests exposing Tallon IV's indigenous Parasites to Phazon appears to be successful. Increases in size, strength and aggressiveness are common in all test subjects, as well as unforeseen evolutions like addition poison sacs within the abdomen and the appearance of a second ring on mandible in several subjects. These creatures were chosen because of their resilience, and it appears possible that, given enough exposure to Phazon, they may be able to survive on any planet we transport them to. Our methods will have to be refined; we currently have 100% extinction rate after the forth infusion period, and most survivors of the third infusion stage are so violent and uncontrollable that they have to be euthanized. Even still, we remain hopeful that further experimentation will result in success.

## **Phazon Analysis**

We have codified the newfound energy source as Phazon, a V-index mutagen of which we have very little reliable data. Indications point to a meteor of

unknown origins impacting an indeterminable time ago, expelling Phazon into the environment. This material appears to possess lifelike characteristics, mutating organic life-forms strong enough to withstand its poison. There mutations appear promising, with abrupt evolutionary leaps appearing in single-generation reproduction. Plans to establish a Science Team on Tallon IV are being finalized.

## **Phazon Infusion**

Confidence is high regarding Phazon applications. We know enough about Phazon now to begin combining it with Space Pirate DNA. The code name for this venture will be 'Project Helix'. Preliminary studies indicate that Phazon infusion could produce radical Pirate genomes. Benevolent mutation levels are high in current test subjects. Phazon madness is a concern, but refinements in the infusion process should reduce or neutralize the the odds of mental degeneration.

## **Phazon Program**

Phazon mining is under way. Several garrisons have been established and terraforming of the Chozo Ruins is under way. Security systems are operational, and Science Team continues to make progress in their biotech research. The Phendrana Drifts have proven to be an optimal location of Research Headquarters, and soon it will be joined by a fully operation Combat base and starport. If Command's predictions are half true, we shall rise dominant of this sector within a deca-cycle. Truly, these are glorious times.

## **Prime Breach**

Subject Metroid Prime's breach has been contained. Reports indicate that it sensed a large batch of raw Phazon in the lab from within its stasis tank and broke through the glass, using previously unsuspected strength. Besides consuming all of the Phazon, Metroid Prime assimilated several weapons and defense systems from fallen security units. It has suffered no ill effect from

said assimilation: indeed, it began to use its newly acquired weapons against us. Once we pacified it, we were unable to remove the assimilated gear without threat to Metroid Prime—the gear is now an integral part of its body. Command is intrigued by this newfound ability, and has ordered further study to commence at once.

## **Prime Mutations**

Metroid Prime continues to feed and grow ever larger in the impact crater caves. Its hunger knows no bounds, and it has begun to manifest unusual mutations since its breach. These include armor plating on its epidermis and mechanical outgrowths that generate defense screens. These screens render it invulnerable to most weapon systems, but a flaw in the mutation leads to increased vulnerability to certain weapons. It compensates for this by shifting the screens quickly. This latest development concerns Security units greatly: they feel it's a matter of time before Metroid Prime corrects this defect and renders itself invulnerable to all weaponry. Containment would be nigh impossible if this were to occur.

## **Security Breaches**

Most terraforming and retrofitting of security checkpoints on Tallon IV is complete, but we continue to research the alarming epidemic of breaches by local creatures. Door records show no unauthorized entries, so we must presume the creatures are either slipping in undetected during daily personnel moves or else finding their way through subterranean tunnels. We have found many small breaches of the latter sort and plug them whenever we can, but it is unlikely that we will ever achieve full extermination within our current timetable.

## **Special Forces**

As we continue to observe the development of Project Helix's Elite Pirates, it becomes increasingly obvious that these warriors will usher in a new era of Space Pirate dominance. They are incredibly resistant to damage, and their

ability to transport and wield so many weapons at once makes them the ideal mainstays of our ground forces. Though they are not as quick as typical Pirates, it makes little difference. With a platoon of Elite Pirates in the vanguard of an army of normal and Flying Pirates, we will have near-indestructible backbone that should turn the tide in any engagement.

## **The Hunter**

Security Command issued an all-points alert after the fall of Zebes. The alert concerns bioform Samus Aran, also known as the Hunter. Subject is a female hominid, and is heavily armed and extremely dangerous. Subject uses a powered armorsuit of unknown design in battle, along with a number of potent Beam and concussive weapons. All combat units are instructed to terminate Aran on sight, preferably in a fashion that will allow salvage of her powered armorsuit and weapons. A considerable bounty will go to the unit who delivers Aran to Command. Dead or alive, it matters not.

## **The Key**

Although we are no closer to finding the artifacts of the Chozo, we have at least produced a viable hypothesis for their function. It appears that each of the artifacts corresponds to one of the statues on the temple platform, and that each one acts as a small key to a huge lock. Judging by the number of statues, we assume there must be twelve artifacts. Once we find the resting spots of all twelve, we can bring them here, unite them with their statues, and open the gate system at long last. Once we do, the impact crater - and whatever creature it shelters - will be ours for the taking.

# Metroid Prime 2

# Metroid Prime 2 Creatures



# **Aether Creatures**

## **Aquatic Creatures**

### **Alpha Blogg**

The Alpha Blogg is the largest and strongest of its pack. It can fire potent sonic stun blasts in battle. The blasts will disrupt your Visor and weapon control systems if they hit you. Its three titanic maws are potent weapons. Target the creature's mouth areas to inflict damage upon it.

### **Blogg**

The Blogg uses speed and agility to close in on prey. It will batter foes with a ramming attack, then use its three tooth-filled maws to finish the job. Bloggs have a weak spot inside their mouths: the rest of their bodies are covered with a thick, damage-resistant hide.

### **Bloggling**

Young Blogg are weaker than their parents, but still violent. Their powerful jaws have yet to form, and they lack the defense abilities found in adult Blogg. They must rely on speed and agility for protection if attacked without the protection of their elders.

### **Hydlings**

Hydlings are small water dwellers. They travel in packs for safety, roaming the water in search of bits of food. Their only defense is a bite, though their small teeth are sharp enough to pierce metal.

# **Flying Creatures**

## **Lightflyer**

The Lightflyer is an aggressive flying drone. Once loyal to the Luminoth, it will now fire a burst of energy at any living thing within range. It generates light at all times, making it somewhat easy to target.

## **Lumite**

The Lumite thrives on light, and can render itself invisible to most predators while within it. When out of the light, the creature is relatively harmless, relying on a crudely spat chunk of biomatter to defend itself. Once in the light, it can channel large amounts of solar energy into a deadly blast.

## **Sandbats**

Sandbats are small flyers. They travel in packs for safety, though they are predatory in nature. Failing to find prey as a group, Sandbats will often enter a feeding frenzy and attack one another in search of sustenance.

## **Shredder**

The Shredder spends most of its life in the earth. When agitated, it will spring from the ground, then begin to fly toward its foe. Should it reach its target, the Shredder will explode with considerable force, releasing a cloud of thorns as it does. Shredders are resilient, but can be eliminated with concentrated weapons fire.

## **Shriekbat**

Shriekbats have high internal temperatures, leading them to seek cool climates to dwell in. They prefer caverns, roosting on ceilings while hunting

for small prey. Fiercely territorial, they dive-bomb anything that wanders near. This attack is fatal for the Shriekbat, as the impact sets off a discharge of thermal energy.

## **Shrieker**

A cousin to the Shredder, the Shrieker waits for prey half-buried in the earth. When it detects a target, it erupts from the ground and takes flight. It releases a sonic blast to stun its target, then sweeps in to feast. Shriekers can generate a stealth field that disrupts most Visors, making them difficult to attack.

## **War Wasp**

The War Wasp rarely strays far from its hive unless it is pursuing an immediate threat. It attacks with no regard for its own survival, dive-bombing its enemy with stinger extended. Fast-working toxins from the stinger can incapacitate most small organisms. If it battles foes at range, it will fire bursts of potent energy.

## **Ground Creatures**

### **Alpha Sandigger**

This appears to be a Sandigger pack leader, larger and stronger than the normal members of its kind. Target both of its heads to damage it.

### **Alpha Splinter**

Splinter war packs are dominated by the largest male. Alpha Splinters use their tremendous strength, size, and speed to subdue and kill prey, paving the way for their smaller broodlings.

### **Brizgee**

The Brizgee's tail ends in a venomous barb, which it conceals underneath a hard-packed layer of fused sand. A series of sharpened ridges along its body discourages most predators: those foolish enough to harass the Brizgee are quickly introduced to its deadly sting.

## **Green Kralee**

The cousin to the dimensional-shifting Kralee, the Green Kralee spends its days roaming in search of food. A genetic defect prevents its back crystal from harnessing energy and opening warp portals. It is doubtful the Green Kralee misses this ability.

## **Grenchler**

The amphibious Grenchler lurks in marsh areas in search of prey. Fearless, it will spring from hiding and attack anything that moves. If it is unable to fell its prey with its powerful jaws, it will fire a potent burst of energy at them. Grenchlers have one weak spot - a genetic defect makes the shell on their back susceptible to explosive blasts. Remove the shell to expose a vulnerable nerve center, then target it to eliminate the creature.

## **Kralee**

The Kralee phases between dimensions as a defense mechanism. A crystal in its carapace gathers energy to fuel the creation of a warp portal. The process is uncontrollable, keeping the Kralee in constant dimensional flux.

## **Krocuss**

The Krocuss thrives on toxins it extracts from its surroundings. It secretes an acidic trail in its wake as it roams in search of nourishment. The durable mollusk can be damaged when it exposes its toxin-absorbing gills: few weapons can penetrate the creature's shell.

## **Lightbringer**

Lightbringers were created by the Luminoth for use in their war with the Ing. The crystalline creatures generate a field of life-giving energy at all times, and they can be energized like a Safe Zone Crystal. They are immune to most weapon fire: only a burst of matter-antimatter can destroy them.

## **Pillbug**

Pillbugs prefer to dwell in dark caverns, though they can exist in lit areas. Navigating with a series of sensitive antennae, they roam through caves in search of moss and fungus. Pillbugs can move rapidly, and will ram unwary targets to clear their path as they search for food. A Pillbug can be jarred loose from a surface with a concussive blast: doing so reveals its vulnerable belly.

## **Sandigger**

Scans indicate that the Sandigger has a dual-brain nervous system. Both of its heads are capable of attacking, disabling, and digesting prey. It fires globs of acidic digestive fluid at prey to cripple them and begin the digestion process. Its hide is very durable and resistant to weapons fire: only its exposed eyes can be damaged.

## **Seedburster**

Seedbursters are moving plants, capable of traveling great distances in search of fertile soil to deposit their seeds in. When provoked by predators, the Seedburster will explode, turning the precious seed inside into a deadly projectile. These seed often do not live to fruition, but help protect the rest of the Seedburster pack from attacks.

## **Splinter**

When it isn't hunting, a Splinter will secrete a protective cocoon around itself and enter a state of hibernation. Localized seismic disturbances will awaken the Splinter, triggering a state of blood frenzy in the process. While in this state, a Splinter emits pheromones that trigger frenzy in all nearby Splinters. Disturbing a pack of Splinters is not advisable.

## **Sporb**

The hanging Sporb sits patiently until a potential meal is detected. A burst of poisoned needles is the Sporb's primary means of attack. It can also extend its body over short distances, gripping small targets within its powerful jaws. Sporbs wither when exposed to dark energy, making them vulnerable to other weapon systems.

## **Worker Splinter**

The Worker Splinter is bred for service, not combat. It spends its time collecting foodstuffs and raw material for the Hive. A layer of mucus helps to protect the creature from the toxins and chemicals it often works with. They can generate a sturdy, pliable webbing, useful in travel throughout the Hive.

# **Mechanoid Creatures**

## **Caretaker Class Drone**

The Caretaker drone was designed to protect and maintain an experimental energy chamber. It uses electrically charged limbs to perform its duties. The drone requires sensor updates to fight: a vulnerable detection unit will extend periodically to search for targets. Destroying this unit would weaken its combat ability.

## **Diligence Class Drone**

The Diligence drones were the first cleaning units designed by the Luminoth.

They were modified for combat duty once the war began, but were outshined by the newer Harmony-class units. A Diligence uses focused energy beams to perform its duty. Their energy construct nature makes them invulnerable to most attacks, though dark energy can disrupt them.

## **Growler Class Turret**

The GM-42 “Growler” Class Turret is a dated design, though still quite effective as a point-defense system. It is lightly armored, and fast-moving targets can evade its tracking system. Several copies of the system exist, including the Space Pirate “Humility” Class automated turret.

## **Harmony Class Drone**

The Luminoth designed the Harmony units to be free-roaming, independent cleaning units. They use focused energy beams and kinetic pulses to perform their duties. Unfortunately, they now consider all living things as filth that must be cleansed from the world.

## **Humility Class Turret**

The Space Pirates copied captured Federation “Growler” turrets, but found the cannon unit inadequate. They replaced the Growler’s weapon with a powerful galvanic accelerator cannon. The “Humility” turret packs a strong punch, but retains the Growler system’s weaknesses. Fast targets can evade the crude targeting system, and the armor can’t take much punishment.

## **Ingsmasher**

Designed to fight alongside the Luminoth, the Ingsmasher now seeks to destroy them. In close combat, it smashes its energized fists into the earth to send out powerful shock waves, then pulverizes any immobile prey. It will fire salvos of missiles at long-distance quarry. It uses an energy shield in battle that can be adjusted to protect against a variety of beam weapons. The shield can be overloaded by opposite-polarity beams, however, damaging the

Ingsmasher in the process.

## **Luminoth Turret**

As the number of Luminoth warriors dwindled, they turned to machines to protect key areas. Automated gun turrets were often the first line of defense against Ing attacks. Though powerful, they weren't nimble enough to deal with agile enemy targets.

## **Mechlops**

The Luminoth tried to domesticate and train a number of Triclops for use in war, but failed. Undaunted, they created mechanical versions of the hardy creatures to use in battle. The few Mechlops that remain now serve other mechanoids, turning their potent jaws and earthmoving power against their former masters.

## **Mekenobite**

The Luminoth created the Mekenobite to help patrol the corridors and shafts of Sanctuary Fortress. It uses magnetism to keep itself attached to the walls and ceilings. In combat, it will fire projectiles toward its target with a magnetic accelerator. It can only be dislodged by simultaneous explosive blasts. Mekenobites self-destruct once they are heavily damaged.

## **Octopede**

The Octopedes were created to deliver data to Luminoth citizens. They now follow their routes in the service of other rogue mechanoids. The units were designed to self-destruct if attacked, and will explode with enough force to cause damage.

## **Quad Cm**



A Quad is formed of two components: the quadruped Main Body and the flying Command Module. These units can function independently, or linked together, as the need arises. The Command Module relies on ranged beam weapon attacks. It can generate a powerful beam shield to protect itself. Opposite-polarity beams can penetrate this shield, however.

## **Quad Mb**

A Quad is formed of two components: the quadruped Main Body and the flying Command Module. These units can function independently, or linked together, as the need arises. The Main Body uses melee attacks in battle. Though durable, it needs to vent excess heat from its body. When this happens, it exposes a venting system vulnerable to concussive attacks.

## **Rezbit**

The Rezbit, though small, is a tough opponent. Its weapon system is potent, capable of firing bursts or beams at targets. A barrier shield blocks incoming attacks. It can also shift into an energy state to evade enemies: while in this state it can transmit a powerful virus into mechanoids and armor systems. The virus can cripple your systems for a time, leaving you vulnerable.

## **Serenity Class Drone**

The Serenity drones have not gone rogue. The units are defenseless, have no weapons, and cannot be eaten. These qualities make them useless to the Ing. The small drones are assigned simple maintenance tasks upon creation and perform them without hesitation until reassigned or destroyed.

## **Vigilance Class Turret**

The “Vigilance” Class Turret is found in many Space Pirate bases. Built to support the “Humility” Class Turret, it is as accurate as the gunner operating it. Many young Space Pirates begin their careers as sentries: a tour as a Vigilance gunner is considered a mark of distinction.

## **Watchdrone**

Watchdrones were built by the Luminoth to guard key areas and hinder Ing armies. Most of these units have betrayed their masters, and now serve the Ing. Watchdrones are indestructible and reluctant to move, but can be forced into quitting their posts by exposing them to bright, pure light. Once the light fades, the mechanoid will return to its original resting site.

# **Dark Aether Creatures**

## **Darklings**

### **Corrupted Sentreye**

The Sentreyes were designed by the Luminoth to protect their camps on Dark Aether. The Ing learned how to possess them and turn them on their former masters. Many still remain throughout Dark Aether, now serving the Ing as they served the Luminoth before them. Most weapon types will stun the Sentreyes. Only charged light energy will destroy them.

### **Dark Alpha Splinter**

Splinter alpha males are the first to be targeted for darkling possession. Dark Alpha Splinters grow in strength and durability, making them an even greater threat than normal.

### **Dark Blogg**

Dark Blogg somehow lose their sonic blast ability: something about their minds makes them difficult for darklings to fully control. They rely solely on their deadly maws for attack: in most cases they are more than adequate. Target the weak spot inside its mouth to defeat the Dark Blogg with ease.

### **Dark Diligence Drone**

Some Diligence drones have been taken by the Ing for possession duties. Their small size and durability makes them excellent scouts, able to go where most others cannot. A Dark Diligence still relies on focused energy beams for defense. Their energy construct nature makes them invulnerable to most

attacks. A high-powered burst of light energy can disrupt a Dark Diligence unit.

## **Dark Grenchler**

Darklings are drawn to possess vicious predators, making the Grenchler a prime candidate. Despite the added toughness gained from possession, the Dark Grenchler retains its one weakness. Remove the back shell with explosive blasts to expose its pain center, then attack the pain center to quickly dispatch the creature.

## **Dark Ingsasher**

Once the Ing discovered they could possess intelligent machines, the mighty Ingsashers were top-priority targets for the Horde. The drones retain all of their attacks - shock-wave fists and missile launchers. It uses an energy shield in battle that can be adjusted to protect against a variety of beam weapons. The shield can be overloaded by opposite-polarity beams.

## **Dark Missile Trooper**

Bioscans indicate terminated lifesigns in this missile trooper, and the presence of an unknown biomass with parasitic tendencies. Though the missile trooper's armor has been compromised, the bulk of it remains intact. Missile weapon system remains online as well. Full parasitic fusion has yet to be obtained, resulting in low agility and response time.

## **Dark Phlogus**

The Phlogus waits patiently as it floats in murky waters, searching for a meal. When the seismic sensors in its epidermis are triggered, it springs open rapidly to attack. Phlogi can fire a spray of venom to immobilize their prey. A central nervous system is exposed when it opens its mouth to attack: damage this to stun the Phlogus for a time.

## **Dark Pirate Commando**

The Ing prize the few Pirate Commandos they manage to take alive. Only Hunter Ing are allowed to possess the Commandos, and the competition for that right is fierce among them. The Hunter Ing ability to phase out of local timespace carries over to the Dark Pirate Commando. They will fire bursts of dark matter at enemies, along with experimental EMP grenades stolen from the Space Pirates.

## **Dark Pirate Trooper**

Pirate troopers, already trained to follow orders without question, were perfect candidates for Ing possession. Darklings moves to take every trooper they could, expanding the army of the Horde considerably. Space Pirate technology struck a chord with the Ing, who now hunt actively for gadgetry of any kind - especially weapon systems.

## **Dark Preed**

The aggressive Preeds are often possessed by darklings for aerial hunting missions. The presence of the dark creature makes the small cyborg more durable. The toxic gas carried by a Preed is enhanced by exposure to dark energy, making it considerably more dangerous.

## **Dark Quad Cm**

The Ing discovered they could possess and control artificially intelligent machines as well as living beings. They soon turned the loyal Quad drones against the Luminoth, finding the tenacious machines to be quite useful additions to the Horde. A dominant darkling assumes control of the Command Module, forcing the lesser Ing in the Main Body to do its bidding.

## **Dark Quad Mb**

The Ing discovered they could possess and control artificially intelligent machines as well as living beings. They soon turned the loyal Quad drones against the Luminoth, finding the tenacious machines to be quite useful additions to the Horde.

## **Dark Shredder**

The hardy Shredder is a favorite possession target for Ing that dwell near dark water. Dark Shredders can lurk in the venomous liquid indefinitely, patiently waiting for prey. When agitated, it will emerge and begin to fly toward its foe. They are very resilient, but can be eliminated with concentrated weapons fire.

## **Dark Splinter**

Target is host to a parasitic bioform. The presence of the parasite increases the target's overall combat threat level. Concentrated weapons fire will damage the target.

## **Dark Tallon Metroid**

The Ing are fascinated by Metroids and their connection to Phazon. It is not a shared fascination, as Metroids will attack Ing on sight. Recognizing their strength, Ing darklings have possessed a number of Metroids, turning them into powerful soldiers of the Horde.

## **Dark Trooper**

Bioscans indicate terminated lifesigns in this trooper, and the presence of an unknown biomass with parasitic tendencies. Though the trooper's armor has been compromised, the bulk of it remains intact. Weapon systems remain online as well. Full parasitic fusion has yet to be obtained, resulting in low agility and response time.

## **Dark War Wasp**

Vicious and swift, the War Wasp is a prime target for young Ing eager to join the war effort. They appreciate the flying speed and numerous attacks the insect possesses. If they prove their mettle in the War Wasp, these Ing often graduate to the control of larger, deadlier creatures.

## **Nightbarb**

Nightbarbs are small airborne darklings. Smaller and weaker than a Hunter Ing, a Nightbarb will travel with a large pack to increase its odds of survival. This is wise, since their primary predators are Hunter Ing.

## **Emperor Ing**

### **Emperor Ing Body**

Bioscans indicate that this is the eldest, strongest Ing in the Horde, the alpha and the omega. It has absorbed enormous amounts of Phazon energy into its body, mutating itself in the process. Apparently this power is not enough for the creature, as it is now siphoning energy from the final Energy Controller.

### **Emperor Ing Chrysalis**

The heavily damaged Emperor Ing has entered a regenerative state inside a durable healing shell. Tactical scans have detected eleven weak points on the magnetically charged shell: Spider Ball travel is possible on the shell surface. Damage the weak spots with explosives to crack the shell and expose the enemy within.

### **Emperor Ing Eye**

The Emperor Ing has exposed its main eye, from which it can fire powerful

energy beams. It is protected by an energy shield, although not completely. The eye can be locked onto, but only direct shots will get past the shield.

## **Emperor Ing Head**

Like its brethren, the Emperor Ing is a metamorph. It has molded itself around the precious Energy Controller, and will defend it to the death, using its own body as a shield and weapon. Destroy the tentacles it generates to weaken the creature and its defenses.

## **Mutated Emperor Ing**

Further exposure to Phazon has mutated the Emperor Ing. It is now capable of shielding its vulnerable areas with energy barriers. Beams of opposite polarity can damage these barriers, however. Heavy damage to these barriers will cause them to drop, exposing the creatures weak spots. Target the weak spots to immobilize and damage the enemy.

## **Guardians**

### **Amorbis 1**

The enormous Amorbis can move through solid rock and earth with ease, and can sense the location of surface-level prey deep within the ground. They will attempt to ram any target they can find in their domain. They are vulnerable to all forms of weapons fire, but are incredibly strong and resistant to pain.

### **Amorbis 2**

The Amorbis can attach themselves to the Dark Sphere, drawing potent energy from within. They can fire dark energy at Light Crystals, nullifying Safe Zones for a short time. They can also channel this energy into powerful beam attacks. Bioscans indicate a weak spot inside the creature's mouth. Concentrate your fire at this area to damage an Amorbis.



## **Bomb Guardian**

This darkling Sandigger has absorbed the ability to generate Morph Ball Bombs. It can throw Bombs with considerable accuracy, and frequently lays a spread of Bombs in its wake. Its head and tail are the only vulnerable spots on its body. Target them when they are vulnerable to neutralize and terminate this enemy.

## **Boost Guardian**

This Warrior Ing has absorbed the power of the Boost Ball. It can boost-blast toward its enemies, using its body as a potent weapon. When it is not in solid form, engaging it in Morph Ball mode may provide better attack opportunities.

## **Chykka Larva**

Scans indicate that this bioform is an infant, but aging rapidly. The creature can ensnare targets with its tongue, drawing them into its mouth. It then covers its prey with acidic globs of biomatter to break it down for digestion. This is an exceptional bioform with both a dark and light nature.

## **Chykka**

The Chykka has rapidly aged to its adult form. It will attack by firing high-powered bursts of dark water at rapid speed. If frustrated, it will attempt to dive and ram you. Most of the Chykka's body is vulnerable to weapons fire, but scans indicate that such fire will only stun it. When stunned, however, four weak spots will appear. These spots are vulnerable to attack: target them to damage the enemy.

## **Chyklings**

Interaction with dark energy has mutated the Chykka. Its offspring are now

born as flyers, skipping the larval stage completely. These infants are highly protective of their parent, and will streak to attack on sight. They lack their parent's durability, however, making them easy targets.

## **Damaged Quadraxis**

Though the main body is disabled, the tactical control unit within it is still active. It will guide the Head Module in battle via high-sonic transmissions. Disabling this module will impair the Head Module's ability to fight.

## **Dark Chykka**

The Chykka has recovered, and energized its body with dark energy. This energy has rendered most of the creature immune to attack, including its wings. Tactical scans indicate that its eggsac is vulnerable, however. Target it to damage the creature.

## **Final Head Module**

Module has lost its tactical link to the main body. Two points of structural weakness have been located on its hull: Morph Ball Bombs can cause damage to these areas. Scans indicate that the Spider Ball can attach to the Module's outer hull.

## **Grapple Guardian**

Grapple Beam powered darkling. Well-armored target utilizes Grapple Beam to ensnare enemies. Weak spots detected: back shell and eye. Uses special attack when angered. This darkling Grenchler has absorbed the power of the Grapple Beam. It will fire the beam to snare potential meals and pull them into its waiting jaws. The beam is powerful, and can attach to most surfaces, including your armor. Its eye region is sensitive; damage in the area can induce a state of anger in the target. A weak spot under the back shell is a prime target as well. When angered, it will use a special attack.

## **Jump Guardian**

Space Jump powered Warrior Ing. Powerful metamorph with enhanced jump abilities. Able to generate energy shock waves and force fields. This Warrior Ing has absorbed the power of the Space Jump Boots. It can leap incredible distances and heights, and uses this ability to great effect in battle. Target can generate powerful shock waves of dark energy, and will sheath itself in a potent force field to protect itself. It cannot maintain the shield indefinitely: concentrate weapon fire on it when the shield is down.

## **Power Bomb Guardian**

This darkling Sporb has absorbed the ability to generate Power Bombs. It can fire these dangerous weapons instead of the venomous needles it normally shoots. The energies of the Power Bomb weapon have made it all but invulnerable. Tremendous kinetic damage will override the protective field, however.

## **Quadraxis**

The Quadraxis unit went rogue and entered the service of the Ing. Its primary weapon system fires destructive matter-antimatter blasts. It uses a powerful missile battery for long-distance attacks. The Quadraxis is incredibly durable and well-armored, but its leg and foot joints are vulnerable. Damaging these joints will eventually render it immobile.

## **Shielded Head Module**

The Head Module of the Quadraxis is highly mobile and well armed. It is shielded by an impervious force field. Tactical commands are sent to the module from the crippled main body: sever this link to impair the Head Module's combat ability.

## **Spider Guardian**

This darkling Pillbug has absorbed the power of the Spider Ball. It can travel over magnetically charged surfaces at will. The creature seems to have a connection to the local energy system. Aggravating it may cause disruption to the system.

## **Stunned Head Module**

Head Module is unable to receive tactical data. Force field offline. Unit is generating drones to defend itself while it attempts to restore tactical link to main body. Destroy sonic receptors on unit to prevent this.

## **Ing**

### **Darkling Tentacle**

Some darklings can open dimensional portals at will. They use this ability to hunt for unwary prey, reaching out to snatch them with their tentacles. Once ensnared, the prey is dragged to its doom. The tentacles are resilient; pure light energy can disrupt them. Nothing can destroy them.

### **Hunter Ing**

The Hunter Ing patrol the lands of Dark Aether in search of the Horde's enemies. They can render their bodies intangible, allowing them to ambush their targets with ease. Hunter Ing can generate long, deadly tentacles, which they use with great effect in battle. Cunning and relentless, the Hunter Ing will seize their prey or die.

### **Ing Larva Swarm**

Ing larvae travel in swarms for protection. They are weak with no real defenses or attacks. The few that make it to adulthood are quite cunning and vicious.

## **Inglet**

Inglets perform the menial labor of the Horde, but can be pressed into a combat role if there is a need. They are amorphous blobs, capable of clinging to nearly any surface. Inglets can fire bursts of dark matter in self-defense, though they prefer to avoid battle. They seldom travel alone, and can be dangerous in large numbers. As with the Ings, they dislike bright light, and will avoid it if possible.

## **Ingstorm**

The Ingstorm is a collective swarm of tiny Ing. When banded together, they can emit destructive energy that, over time, can break down the most durable of alloys.

## **Warrior Ing**

Warrior Ing are challenging foes. They can render themselves into amorphous puddles and move over most terrain, including walls. Warrior Ing can turn their bodies into deadly projectiles sheathed by dark energy. The tips of their legs are razor sharp, making them formidable in melee. Finally, Warrior Ing are capable of channeling transdimensional energy and firing it at their enemies. Their only real weakness is bright, pure light, which they hate and fear.

# Offworld Creatures

## Dark Samus 1

Scans indicate the presence of Phazon and your genetic material within this entity. She wears a version of the Varia Suit, altered and augmented by the Phazon within her. Primary weapons include the Missile Launcher and a scattershot variant of the Power Beam. Boost and Jump abilities are superior to yours. The ability to generate Phazon energy shields is also present.

## Dark Samus 2

Tactical scans have identified several new battle systems in the armor of Dark Samus. She now wields a potent variant of your Charge Beam. Her Boost attack has been augmented, and the ability to render herself invisible is present as well. Bioscans suggest that Dark Samus can reform her body short of total atomic disruption. Extreme caution recommended.

## Dark Samus 3

Scans indicate that Dark Samus has absorbed tremendous levels of Phazon into her body: too much, perhaps. She can vent Phazon energy in the form of destructive blasts and protective shields: doing so will help her maintain stability. Exposure to Phazon has rendered her invisible to the Dark Visor. These new abilities, combined with her already formidable arsenal, place Dark Samus at the highest threat level.

## Dark Samus 4

Dark Samus has temporarily become a being of pure yet unstable Phazon energy. She can generate a shield that is invulnerable to all attacks, save one - blasts of Phazon energy itself. Use your Charge Beam to collect Phazon

energy that she expels, then fire it back at her. Direct hits will overload and disrupt her essence.

## **Infant Tallon Metroid**

The Space Pirates use infant Tallon Metroids as a portable energy source. Small in size, they are easy to transport in large quantities. They are docile, efficient organic batteries... until they are exposed to Phazon. At that point, they grow rapidly and acquire their full array of powers.

## **Pirate Aerotrooper**

Pirate Aerotroopers are known for their cold precision and utter cruelty. Armed with both beam and missile systems, the Aerotroopers can be a difficult foe to engage, especially at range. Their jet packs can be overloaded with heat-based attacks, however. These units prefer death before dishonor: an injured Aerotrooper will make a suicide strike before allowing himself to be captured.

## **Pirate Commando**

Dedicated to “hunting the Hunter,” Space Pirate Commando units have been equipped with the latest weapons, including a variable pulse cannon, e-grenade launcher, and energy scythe. Powerful thrusters carry them at high speed over any terrain. A portable barrier shield repels most attacks, but can only be deployed for limited periods.

## **Pirate Grenadier**

The Space Pirates have begun to use an experimental energy grenade launcher in the field. The weapon is viewed as a mixed blessing to the Grenadier units: while the grenade launchers are powerful weapons, Grenadiers must leave their rifles behind to carry them. Fast-moving targets can close range on Grenadiers, rendering their main weapons somewhat ineffective.

## **Pirate Skiff**

Plans for the Shrike were recently stolen from a GF lab by the Space Pirates. Production began immediately, and the fast-moving skiff is now part of Pirate operations. It is used primarily as a troop transport, taking a fire team of troopers into action. The Shrike is unarmed, relying on the troops it carries for protection against hostile forces.

## **Pirate Trooper**

The Space Pirates suffered a serious defeat at Tallon IV, yet they remain a powerful force for crime and disorder in the galaxy. Their technology continues to advance: even the lowly trooper has received numerous upgrades to his arsenal. A photonic power scythe and quantum assault cannon are now standard-issue weapons for all troopers.

## **Preed**

The cybernetic Preeds are aggressive hunters used as patrol animals by the Space Pirates. They carry lethal Nohadin gas for use as a defense mechanism. If a Preed is ruptured, the gas within it is violently released. This toxic cloud often proves fatal to the Preed's killer.

## **Tallon Metroid**

The Space Pirates harvest and enslave Metroids for use in their operations. The Tallon Metroid will latch onto prey with powerful pincers, then proceed to drain its life energy. This causes the creature to grow in size and mass. The creatures are vulnerable to the chilling effect of dark energy, and can be detached by entering Morph Ball mode and deploying a Bomb.



# **Metroid Prime 2 Lore**

## **Luminoth Lore**

### **A-Kul's Testament**

Soon I shall pass to the final rest. My key is in place. Through my spiritual link with to the others, I know where their bodies lie. I shall leave this knowledge, that their last location in the dark world can be known. May this knowledge lead our warriors to the Sky Temple Keys.

The time draws near. Hear the words of A-Kul, she they call Champion of Aether. Know that my warriors fought and died with uncommon valor. Do not look unkindly upon their failure, for they died to save us all.

### **Age Of Anxiety**

In time, the roar of a wounded planet subsided. The air, though fouled, was breathable. Light made its way through the dark veil over our world. Slowly, we ventured out from the shelters of our home to see what remained of our paradise. What little comfort we gained by surviving was soon shattered. Half of the planet's energy had vanished from the Energy Controllers. Aether became violently unstable as a result. Of the stellar object which stuck our home, there was no sign.

### **Agon Falls**

A massive Ing attack came to the land of Agon. Soon, the Temple of Agon was surrounded by the Horde, with no hope of salvation. Our gallant warriors there were slain, and Agon fell to the enemy. Our blood chilled when we learned that the energy within that temple was drained. The Ing had found the Energy Transfer Module, and were using it as a weapon against us.

## **B-Stl's Key**

Gallant B-Stl

She lies deep in a fortress of dry land.

## **B-Stl's Testament**

I can go no further. Here in this reactor, I go to join my mate, J-Stl, in final rest. Though I die with honor, a shame falls on my house until the key I seek reaches its destination. May my brothers find my burden, that the way to the Sky Temple will be opened at last.

## **C-Rch's Key**

Judicious C-Rch.

In a small corridor within the depths of a high fortress, he lies silently.

## **C-Rch's Testament**

Let this be the final testament of warrior C-Rch. I have no more shells for my weapons. For the enemy, I have naught but the blade and fist. Let them come. They wait in the works, hissing, and slithering like beasts. Let them. When my war cry comes, there will be a dread final reckoning. Come forth, hated enemy. Let there be an end!

## **Cataclysm**

The starborne terror burnt through the heavens and struck Aether with and untold might. We all expected the world to shatter... but Aether held. There was great devastation, however. The green plains of Agon were scorched forever, and the forest of Torvus was engulfed and wracked by the sea. The skies burned for days, casting darkness over the land.

## **D-IsI's Key**

Steadfast D-IsI.

Who shall disturb you among the trees of holy ground?

## **D-IsI's Testament**

It is inside me. I feel it spreading, clawing at my will, tearing at my thoughts. It moves me against my will, to this cavern. Here it will end. I do not wish this, do not want my body to become a weapon for the Ing within me. It hates. It demands obedience. I will fight to the end. I shall self-terminate before I will be a pawn of a filthy Ing.

## **Dark Aether**

In time, we created machines to open rifts to our enemy's world. Volunteer scouts went through the rifts and found a twisted world, harsh and poisonous... a Dark Aether. They discovered that this world held the missing half of our planet's energy. They also saw the true face of the enemy, a race we came to call "Ing", meaning terror. Our scouts could not survive long on the surface of Dark Aether, so venomous was its air. Still, we vowed to return. We prepared for war.

## **G-Sch's Key**

Gentle G-Sch

With a Bearerpod he sleeps in a flooded temple.

## **G-Sch's Testament**

What craven savages are the Ing! Trapped in the catacombs with no chance of rescue, I fought them to the last. I watched them feed upon their dead. I

heard them pressing the lesser of their number into the front ranks, that my blasts would take them. At least their leader stood against me in battle. He was a foe worthy of a Luminoth Warrior.

## **J-Fme's Key**

Mighty J-Fme.

In the last, what did you see? Was it one of our gates closing, sealing the scorched land from our holy ground?

## **J-Fme's Testament**

Final entry, Warrior J-Fme.

Their army swells. Beasts and rogue machines join the ranks of the Horde, all eager to bring death to the Luminoth. The Ing have sent these new additions to the industrial site to do battle with me, while they watched from safety. Cowardly mongrels! My only regret in death is that I did not live to see the day of their defeat. May it come soon!

## **J-Stl's Key**

Noble J-Stl.

Lost his soul before a fortress in the scorched land.

## **J-Stl's Testament**

My journey comes to an end. The thrice-cursed Ing prepared an ambush of singular cunning in the mining station. They caught me in it like a neophyte fresh from the training halls. I have sent five score of their number to whatever foul pit they call afterlife, but in vain. My life is extinguished.

## **Light Of Aether**

The main Energy Controller was built in the Great Temple: three sub-controllers were built in Torvus, Agon, and Sanctuary. They collected the energy of Aether, then radiated it over the world to all who needed it. In time we came to call this precious energy the “Light of Aether”. It brought peace and prosperity to the Luminoth.

## **M-Dhe’s Key**

Fearless M-Dhe.

The one who shall move the pillar of holy ground will see your soulless body.

## **M-Dhe’s Testament**

The last hit breached my armor. The poison spreads. Though I have found the key, it is too late for me. Soon my light will fail. They know I am here. They will come to this site to plunder the key. My last stand shall be at the edge of the temple grounds. I only hope I have the strength to fight when they arrive.

## **New Weapons**

Our studies of the Ing revealed the source of their attacks as dark energy. We built weapons to use this energy, thinking it could overload energy targets and eliminate them. We soon learned our error, as the Dark Beam was not of great effect on the Ing. We then began to develop a weapon that used light energy. This weapon would dispatch the Ing with terrible efficiency.

## **Origins**

It is told that the Luminoth were not born of Aether, but of the stars. In the early days, we roamed the greatness of the void, bathing in the glorious light of a thousand stars. We met a vast number of enlightened minds... the N’kren, the Ylla, and the Chozo among them. Each of them, we found, had claimed a homeworld and formed a deep bond with it. In time, we decided to do the same.

## **Our Heritage**

Our search for a home took us through the cosmos. For many a great cycle we roamed, yet a place to call our own eluded us. In time, we began to despair, feeling the search was in vain. We considered remaining among the stars until a scout returned with news of a world unlike any other. When we beheld Aether for the first time, so great was her beauty that we forsook the stars forever to live upon her surface. From that day forth, the Luminoth were of Aether, our blessed paradise.

## **Our War Begins**

We developed Crystals that brought the Light of Aether to the dark world. Using these Crystals allowed our warriors to explore the enemy lands, to bring war to the Ing. Sadly, the Crystals were not enough. We needed stronger weapons, better armor. We withdrew from Dark Aether while our greatest minds devised new engines of war.

## **Paradise**

Aether was a fertile, aged world with bountiful fields and oceans. The native creatures were gentle compared to the other worlds we had encountered. We settled in a mountain region first, in cliffside dwellings. In time, we established settlements in the green forest of Torvus and in the fertile plains of Agon. A Great Temple was built between our three domains, a place of peace and a monument to our accomplishments. It was a time of harmony for our people.

## **Recovering Energy**

We were not prepared to fight a long war. The forces of the enemy outnumbered ours vastly. We sought a way to end the war quickly, without extended combat. We decided to build a device to recover our lost planetary energy from Dark Aether. Without this energy, the dark world would cease to be, and our world would be restored to stability.

## **S-Dly's Key**

Brave S-Dly.

Beside the marsh of a raining land she laid her body forever.

## **S-Dly's Testament**

They came to the lagoon in the night, delivering true deathblows before I could detect them. As my life faded, I sent a call to the cadre to warn them of this surprise attack. May they find my key and dispatch the Ing who killed me. Only then will my final rest be peaceful.

## **S-Jrs's Key**

Loyal S-Jrs.

He no longer breathes, looking down at the great bridge of a holy fortress.

## **S-Jrs's Testament**

A-Kul tried to send me back to Aether, that I might get reinforcements. Both cadres have been attacked, devastated. The Ing followed me. They came, wearing the skin of beasts. I gave them a good fight, yet, I have failed. May I redeem my honor in the next life. Here, at the fortress entrance, I breathe my last.

## **Sanctuary Falls**

Our battered forces gathered in the Sanctuary Fortress to prepare for the inevitable siege there. They didn't wait long. Wave after wave of Ing assaulted the greatest of our fortresses, with one goal in mind: to seize the energy there. The Ing turned the machines of Sanctuary against our warriors, and soon all was lost. The energy of Sanctuary was taken by the Ing. Only

one Energy Controller remained on Aether.

## **Saving Aether**

Aether's planetary energy supply reached a critical stage. If left unchecked, the energy would expire, bringing an end to the world. Our greatest minds devised a way to preserve and regulate the remaining planetary energy - the Energy Controllers.

## **Shattered Hope**

None of the warriors sent to the Sky Temple returned. Our forces searched Dark Aether for them, in vain. Of the Energy Transfer Module, there was no sign. Though saddened, we set out to prepare another mission, to build another module, to try once more to save our dying world.

## **The Final Crusade**

While our forces on Dark Aether fought desperate battles against superior numbers, our best minds completed their work. The Energy Transfer Module, a device designed to recover our lost planetary energy, was ready at last. A force of our greatest warriors was assembled, each equipped with the best armor and weaponry available. We sent this brave cadre of fighters to invade the Sky Temple and seize the missing energy lying within.

## **The Ing Attack**

The day came when space was torn asunder, revealing dimensional rifts to a dark place. Horrible dark swarms streaked forth from these rifts, engulfing nearby creatures and transforming them into what we could come to call darklings. The dark creatures became our enemies, and peace came to an end on Aether.

## **The New Terror**



In time, the Ing began to possess Luminoth as well as creatures. Friends and family members became the enemy, spilling Luminoth blood across the land. Desperate, we devised shielding to prevent Ing possession. It was effective, but not perfect. Should the shielding fail, all Luminoth were prepared to self-terminate rather than become a weapon for the Ing.

## **The Sky Temple**

We learned that the ruler of the Ing dwelled in a place dubbed the “Sky Temple” by our forces. This place held the planetary energy of Dark Aether as well. It was heavily guarded, and entry was barred by a great gate requiring ten keys to unlock. These keys were hidden throughout Dark Aether by the Ing. A mission was planned, one that would find the hidden keys and recover our missing energy from the Sky Temple.

## **The Stellar Object**

By the time we detected the stellar object as it streaked toward our world, it was too late to stop it. We fired numerous weapons at it in a vain attempt to alter its trajectory. Nothing worked. Our efforts placed a great strain on the Energy Controllers, and weakened Aether. All we could do as the object drew closer was take shelter and wait. We gathered stores of food and water, reinforced the shielding on our dwellings, and spent the last hours in peace.

## **The World Warped**

Amidst this turmoil, we discovered many anomalies. Spatial disturbances appeared across the land. Objects went into a state of dimensional flux, their atoms divided between Aether and... somewhere else. There was little time to ponder these strange happenings, for we had to deal with the devastation of our lands.

## **Torvus Falls**

The Ing turned their focus on the Torvus Bog next, sending a vast force to lay

siege to the temple there. Thousands upon thousands of Ing were destroyed by our warriors, yet they kept coming until there was no Luminoth alive to offer resistance in Torvus. On that day, the energy of Torvus was taken to Dark Aether, and our hopes for survival grew dim.

## **Twilight**

What few remained gathered in the Great Temple. There, all but U-Mos, the last Sentinel of Aether, entered into life-preserving stasis. There they remain, to be released once the Ing were destroyed... or to sleep forever. His people safe, U-Mos prepared for the last, terrible assault. In the silence of the Great Temple, he prayed for salvation, for deliverance from the terror of the Ing.

## **Space Pirate Logs**

### **Log 04.468.1 (Phazon Operations)**

Science teams have discovered the presence of Phazon in the Dasha system four cycles ago. High command authorized the deployment of our team shortly thereafter. Our orders are to establish a base on planet Aether and evaluate local Phazon resources. Because this world lies on the periphery of Galactic Federation territory, we are following stealth protocols at the highest level. A cadre of elite commandos has been dispatched to provide security for our force as well. This operation is now under way.

### **Log 04.885.3 (Local Conflict)**

Intelligence reports on the indigenous population of Aether are in error. This planet is not at peace, nor are the inhabitants docile. Evidence of a class 4 conflict is present here, though hostilities are at minimal level now. Our territory has suffered several raids by a strange type of shadowy creature. These raids have caused considerable damage, and we have requested more combat troops in response.

## **Log 05.008.6 (Great Discoveries)**

A spatial anomaly has been found within our base. We believe this rift in space-time leads to a parallel dimension of some type, but have been unable to interact with it thus far. A strange artifact was found near the anomaly as well. It may be a weapon or generator of some kind: perhaps it is the key to accessing the anomaly. High Command is eager for reports on the relic. A new weapon for our arsenal is always welcome.

## **Log 05.422.1 (Rift Portal)**

The Rift Portal has been opened. The artifact weapon, dubbed the “Dark Beam” by science team, provides energy needed to open the portal, although for a limited time. We’ve sent expeditions through the portal, and they have returned with incredible news. The portal leads to a parallel version of Aether. This “Dark Aether” has suffered a global calamity, turning it into a toxic wasteland. It is the homeworld of the shadowy creature who have been raiding our base for the last cycle. Most importantly, it is the prime location of Phazon in this sector. Extraction plans are being prepared. We will not be denied!

## **Log 06.221.7 (Phazon Raids)**

Phazon extraction raids are under way on Dark Aether. The toxicity of the atmosphere has taken a toll on our workforce, as have the hostile natives of that world. Science Team is preparing survival gear to protect our work teams, and we have increased our security presence in extraction areas. Fortunately, High Command is sending more troops and supplies. Our troops and resources are spread dangerously thin, and this mission cannot fail.

## **Log 06.362.2 (The Hunter)**

Samus Aran, the accursed Hunter, has arrived. The sudden arrival of the Hunter is strange enough, but her actions are stranger still. She does not seek our destruction, but our Phazon. With each raid, she steals Phazon ore, only

killing those who attempt to deny her. What she needs it for we do not know - though Science Team suspects she requires it to power her new armorsuit. Dark in color, it is equipped with strange new weapons. The troops now call her the "Dark Hunter." It is a fitting title.

## **Log 06.713.5 (Security Breach)**

The Dark Hunter teleports into the base at will. Our security has proven next to useless against her. Her latest raid was disastrous. Not only did we lose more Phazon to her, but she also crippled the stealth field generator with her strange new weapons. We are exposed. Until the replacement generator arrives, we will be vulnerable to scans and detection. Our presence here is still minimal: should the Federation find us, we will be unable to defend our position. Fortunately, Aether is on the fringe of Federation space. With luck, we will have a stealth field back in effect before being detected.

## **Log 06.989.8 (Shadow War)**

The local war has escalated in intensity. The shadowlings from Dark Aether launched an offensive. The assault seems focused on a central network of buildings atop a mountain: a base, perhaps. Strangely, this attack coincides with a rise in planetary instability. Perhaps these shadow creatures are using a new weapon system. The shadowlings must believe us to be foes, for they have hit our base numerous times as well. We are holding, but this attrition is taking its toll on our troops and resources. Reinforcements are en route. We can only wait and defend what is ours.

## **Log 07.013.6 (Federation Attack)**

Another disaster. The transport bringing our reinforcements and supplies has been shot down. It was engaged in orbit by a federation vessel, which has landed near the alien temple. It's only a matter of time before the Marines attack. Survivors from our ship have made their way to our base. Here we shall make our stand. Another enemy. First the shadowlings, then the Dark Hunter, and now the Galactic Federation Marine Corps. Perhaps fate will

smile upon us, before the world itself opens its maw and swallows us.

## **Log 07.159.9 (Two Hunters)**

Another hunter, wearing the traditional colors of Samus Aran, made planetfall today. Horrific as it may sound, there are two of them now. We are bracing for a new assault. This dire turn of events may bear some good will. One of our scouts in Dark Aether saw a curious encounter. The Dark Hunter attacked the one clad as Samus near a Phazon site. Perhaps they are not allies... but foes. Perhaps we can forge an alliance with the Dark Hunter - an exchange, Phazon for the head of our common enemy.

## **Trooper Logs**

### **Capt A. Exeter**

I'm beginning to think it was a real bad idea going down there. Reeves is right, that hive is just one of many. It's stupid to stir a hornet's nest, especially if you plan on sleeping under it.

### **Gsgt C. Benet**

There's something wrong with the lock systems in this section. They've failed twice, locking us out until someone came along to let us in. If it happens again while we're playing "bait" for those things... well, at least we'll go out fighting, instead of hiding in the control area.

### **Lcpl J. Brode**

Man, I hope that is the only breeding ground for these things. If there's more, we're in big trouble. We had a hard enough time taking that one out of commission: I almost ran out of ammo. I never run out of ammo!

## **Pfc E. Denys**

I'm the only one left. Managed to get out of the hive, but when I got to the ship, everyone was gone... dead. I'm heading for that alien building we saw earlier. Maybe someone can help me there... Wait, something's moving down there. Hello...?

## **Pfc G. Haley**

I hear.

Them.

Everywhere. They're coming.

Can't sleep. Ever.

They'll eat me.

Eat.

## **Pfc I. Crany**

Last night at chow, Angseth starts talking about some bounty hunter and how she blew up a planet full of Space Pirates. I told her I didn't believe in fairy tales like that, and she took it personal. I just find it hard to believe that one person took out an entire Space Pirate base, that's all. But if she wants to believe in this Samus, or Bigfoot, or Santa Claus, she can.

## **Pfc L. Brouda**

We'll be making our stand here. The engineer tells me there's no way we'll get the ship's engines online, and atmospheric interference is scrambling our distress beacon. If anyone reads this, know that we did our duty and fought well.

## **Pfc M. Veroni**

I think Haley's losing it. He talks to himself all the time, and he won't sleep. He almost shot me on watch the other night. I think he thought I was one of those things. I talked to the doc about taking him off the line, and he told me we need all the help we can get. That's true, but if he goes berserk and kills a bunch of us, that won't be very helpful.

## **Pfc S. Milligan**

Brouda lost the bet, so he switched watch duty with me. I figure this section is nice and safe and boring, which suits me just fine. Let those other pugs guard the hot zone, I... hold on... hey! Halt! ...No! Hel—(transmission ends)

## **Spc B. Reeves**

I don't like this plan. This hive is a small portion of a larger network. There may be dozens of hive systems like this across the planet, and they may all be linked. Destroying this one may buy us time, but it may also provoke the other hives into attacking.

## **Spc F. Triplette**

The sarge says those "Splinters" remind him of some killer bug he saw on another planet once. All I know is the things are fast and take a lot to drop. Pretty soon we'll have to go to bayonets. Everyone's low on ammo... even Brode, and he's the stingiest grunt I know.

## **Spc M. Angseth**

This is ridiculous. I can outshoot half the men here, and I'm stuck on monitor duty. I didn't join up to stare at a holoscreen! This wouldn't happen to Samus Aran... She'd be out there take care of business, not pushing buttons and sending reports.

# **Metroid Prime 2 Research**

## **Aether Studies**

### **Aether**

Planet is unstable due to transdimensional flux. Warfare has devastated a good portion of the world's population. Finally, extreme climate shifts have left most of Aether uninhabitable.

### **Dark Aether**

Can't determine origin of Aether's "dark twin." Contains high levels of Phazon ore. Native bioforms attack on sight.

### **Dark Portal**

Dark Portals allow living beings to travel to Dark Aether without being scattered throughout the interdimensional void. They are unstable, however, and only remain viable for limited periods of time. Some can be reactivated, while others vanish forever once they are used.

### **Energy Controller**

Energy Controllers were built by the Luminoth to regulate Aether's planetary energy. Several wonders are powered by the Energy Controllers, including a weather control grid and a teleportation system. When Dark Aether was born, it too had Energy Controllers, all linked to that world's planetary energy.

### **Light Portal**



Light Portals allow living beings to travel to Aether without being scattered throughout the interdimensional void. They are unstable, however, and only remain viable for limited periods of time. Some can be reactivated, while others vanish forever once they are used.

## **Phazon**

Volatile ore with biomutagenic properties. Origin point of Phazon unknown. First detection of element on planet Tallon IV. Used by Space Pirates to produce vast levels of energy. Bioforms exposed to Phazon without proper shielding will eventually undergo radical mutation.

## **U-Mos**

Subject is U-Mos, a Sentinel of the Luminoth. Scans indicate numerous beneficial abilities, including heightened reflexes, durability, psionics, and flight. Ability to generate and manipulate energy on par with that of the Chozo. Dating scans suggest an age of 2.15 centicycles. Only known active member of the species: remaining Luminoth locked in protective stasis until crisis is resolved.

## **Biology**

### **Agon Bearerpod**

The Agon Bearerpod is a hardy desert plantform used by the Luminoth to store useful items and supplies. Its tough epidermis can be destroyed by weapons. It gathers trace amounts of moisture from the air and stores it in a number of chambers throughout its body. It can hold and process this moisture for weeks if necessary.

### **Bladepod**

These Ing morph their bodies around useful items to protect them. They rely

on larger Ing for protection, as they have no way of fending off enemies. Damage from all weapons will harm them, but light-based weapons are superior.

## **Bloatsac**

The humble Bloatsac contributes to its ecology by producing large amounts of benevolent gases. It thrives in damp environments, though it can survive in most climates and terrains. The Bloatsac secretes a venomous sap over its body. Very few creatures can ingest the sap and survive, making it a useful defensive mechanism for the plant.

## **Blueroot Tree**

The Blueroot tree is common on worlds with desert regions. While an elegant, attractive plant, the tree's leaves are highly toxic. Few species can ingest the leaves and live: many of them (such as the Space Pirates) consider the deadly Blueroot leaf a delicacy.

## **Dormant Ingclaw**

Ingclaws occasionally enter a strange torpor, brought on by constant exposure to the atmosphere of Dark Aether. While in this dream state, the creature does not feed or expel its deadly vapor. Fortunately, its indestructible shell protects it from predators.

## **Flying Ing Cache**

The Flying Cache was bred and trained to be a living storage unit. It employs a limited stealth field that renders it unseen to most enemies. The fact that the creature must be killed to obtain the object it stores is of little consequence to the Ing.

## **Ing Webtrap**

These creatures respond to commands from the Ing, forming over areas as ordered. They are virtually indestructible, and can only be undone by killing the Ing that commands them.

## **Ingclaw**

The Ingclaw secretes an incredibly durable shell over itself shortly after birth. From that moment on, it remains rooted in place. The creature feeds on the flotsam floating in the atmosphere of Dark Aether, and produces waste in the form of a toxic dark vapor.

## **Ingsphere Cache**

The Ingsphere keeps useful items in a dimensional pocket. Normally, the Ingsphere will only release the item to its Ing master. The pocket can be breached by destroying the Ingsphere, however. This sometimes destroys the item, but can be worth the risk.

## **Ingworm Cache**

The Ingworms wrap their bodies around useful items to protect them. They are defenseless. They are not terribly durable and have no form of attack, hence their assignment as storage bearers by the Horde.

## **Metroid Cocoon**

The Space Pirates transport young Tallon Metroids in an organic “cocoon” designed to sustain the small creatures. Each cocoon can support numerous infants for several cycles. The creatures are normally content to remain in the cocoon, but will emerge when they detect the presence of Phazon.

## **Sandgrass**

Sandgrass scans indicate that the plant requires no moisture to survive. It

relies exclusively on solar energy for sustenance, making it well adapted for life in a desert environment. Evidence of extensive mutation present, suggesting radical bio-adjustments within the last centicycle. Mutation source is not natural: plant strain was genetically engineered, possibly by the Luminoth.

## **Splinter Cocoon**

Splinters will enter their protective cocoons when tired or sated. The cocoon is durable, but can be destroyed by weapons fire. Destroying a cocoon will kill the Splinter inside: when this occurs, the dying Splinter will emit a shriek that will alert all nearby Splinters in hibernation. This will drive them into battle frenzy as a defense mechanism.

## **Torvus Bearerpod**

The Torvus Bearerpod grows around useful items. The hard outer shell can be shattered by weapon fire. The Luminoth use the hardy plants to store supplies for operations in the Torvus Bog. They are resistant to the harsh chemicals and diseases that run rampant in the swamp, and emit a deadly cloud when destroyed. This has discouraged their consumption by local animals.

## **Torvus Hanging Pod**

The Luminoth placed these pods throughout the bog for use by their soldiers during the war. Though many have been raided since then, some still contain useful items left over from the war.

## **War Wasp Hive**

War Wasps require considerable amounts of sleep after a long hunt. They weave a protective hive from organic fluids they secrete themselves, then crawl inside to rest. Though safe from most predators, the hives can be damaged by explosive weapons.

## **Webling**

Weblings spin a network of energized snare lines, then sit in the middle and wait for prey to get caught in it, much like a spider. A webling is incredibly durable, though it has the darkling weakness to light.

## **Luminoth Technology**

### **Dark Lift Crystal**

Luminoth lift platform will raise when Crystal is energized by light-based weaponry. Used by the Luminoth forces during their war. Most still function, despite periodic abuse from the Ing.

### **Dark Sentinel Crystal**

The original Sentinel Crystals were durable, but they had their limits. The toxic nature of Dark Aether, coupled with constant attack from the Ing, destroyed many of them. The Luminoth responded with the Dark Sentinel Crystal. Sheathed in dark energy, it is more resistant to the atmosphere of the Ing homeworld - and the attacks of its denizens.

### **Energized Beacon**

Energized Beacons provide better protection from Dark Aether's denizens. Dark creatures are damaged by the energized field. Some are killed on contact. The extra protection is not unlimited, and must be recharged by the Light Beam to remain in effect.

### **Energized Crystal**

Energized Crystals provide better protection from Dark Aether's denizens. Dark creatures are damaged or killed by the energized field. Some are killed

on contact. The extra protection is not unlimited, and must be recharged by the Light Beam to remain in effect.

## **Liftvine Crystal**

Darkling platform will grow in height when Crystal is energized by light-based weaponry. The Luminoth used these to navigate during their campaigns on Dark Aether. The Ing ignore the simple plant, as it is not a source of nourishment or a weapon.

## **Light Beacon**

Light Beacons must be energized by Beam weapon fire to function, and remain charged for a limited time. The Beacons were created when the Luminoth ran short of Light Crystals during the war. While simpler to make, the Beacons were also unstable. They had to be energized periodically, and could run out of energy at critical moments. Still, any protection was better than none for the Luminoth warriors.

## **Light Crystal**

Light Crystals provide protection from Dark Aether's atmosphere. They can be nullified by dark energy, or super charged by light energy. They were created by the Luminoth during the war with the Ing, and many still remain in use. Dark creatures despise the Crystals: some are injured or killed by the field they create.

## **Light Lift Crystal**

Luminoth lift platform will lower when Crystal is energized by dark weaponry. Used by the Luminoth force during their war. Most still function, despite periodic abuse from the Ing.

## **Nullified Beacon**

Light Beacons, when covered with dark energy, cease to function for a brief time. Light energy can clear the Beacon of the dark energy. Some dark creatures will fire dark energy at Light Beacons to hinder or damage their opponents.

## **Nullified Crystal**

Light Crystals, when covered with dark energy, cease to function for a short time. Light energy can clear the Crystal of the dark energy. Some dark creatures will fire dark energy at Light Crystals to hinder or damage their opponents.

## **Sentinel Crystal**

During the war, the Luminoth used the Sentinel Crystals to monitor key areas and installations. They are incredibly durable resisting all but the most powerful of Ing attacks. U-Mos still uses the remaining Sentinel Crystals to keep a watch for Ing activity.

## **Super Beacon**

When charged with light and dark energy at once, the Beacon compels Ing to approach it, despite the deadly field of energy it emits.

## **Super Crystal**

When charged with light and dark energy at once, the Crystal becomes a beacon to the Ing. They are compelled to approach it, despite the deadly field of energy it emits.

# **Mechanisms**

## **Bomb Slot**

Insert the Morph Ball into the slot, then detonate a Bomb. This will send energy from the slot to the device connected to it.

## **Gf Bridge**

This bridge is durable, but often locks in place, leading the Marines to call for a new design. The Mk III should enter service within the next eight cycles.

## **Gf Gate Mk Vi**

This gate is used with Armored Security Locks, which must be neutralized to operate the gate. Gate is resistant to all but the most potent explosives.

## **Gf Gate Mk Vii**

The Mk VII Defense Gate is composed of Denzium. Invulnerable to most weapons, though high-yield explosives are effective. Often used in conjunction with a remote scan access control panel.

## **Gfs Tyr**

The Anhur class is a state-of-the-art warship, designed to police and defend planetary systems. This ship, the G.F.S. Tyr, has been heavily damaged. It appears that the crew have dismantled parts of the Tyr as well, possibly for use as makeshift defense systems.

## **Grapple Point**

To use the Grapple Beam, use when the grapple icon appears. You can fire your weapons while attached to a grapple point.

## **Kinetic Orb Cannon**

The purpose of the Kinetic Orb Cannon is unclear. It may have originally



been designed for industrial use, then converted to a combat system in later times.

## **Samus's Gunship**

Your Hunter-class gunship is one of a kind, its distinct hull lines marking it to friend and foe alike. Custom built for you by the Federated Shipyards at Aliehs III, it contains a mobile energy recharge system and microfactories designed to produce ammunition. A sophisticated onboard computer stores mission data collected in the field for future reference.

## **Spider Ball Track**

In Morph Ball mode, press and hold when close to this type of surface. Use [Control Stick] to move the Ball along the track. Release to disengage from the surface. Using the Boost ability when on a Spider Ball Track will rapidly launch the Spider Ball from the track. Detonating a Morph Ball Bomb will briefly disengage the Ball from the track.

## **Spinner**

Boost powered control system. Use the Boost ability of the Morph Ball when inside a Spinner to activate the device it powers.

## **Wall Jump Surface**

This surface was designed to be used in conjunction with the Screw Attack system. Perform Screw Attacks while facing and touching wall to do a Wall Jump.

# Metroid Prime Hunters

# **Metroid Prime Hunters Bioforms**

## **Alimbic Turret V1.0**

A mounted gun equipped with infrared motion detection and DNA-identification technology. This weapon will fire on any non-Alimbic creature within its range.

## **Alimbic Turret V1.4**

This modified turret is capable of rapid-fire operation with little or no overheating.

## **Alimbic Turret V2.7**

A late model Alimbic Turret with improved targeting capability.

## **Arctic Spawn**

Native to frozen habitats, this creature depends on low temperatures to survive. The Arctic Spawn is territorial in the extreme and will attack any perceived threat by hurling immobilizing shards of razor-sharp ice.

## **Barbed War Wasp**

An aggressively territorial insect capable of launching its stinger as a projectile. The more dangerous cousin of the War Wasp, Barbed War Wasps migrate in large swarms, attacking even the largest life-forms in isolated regions of Tallon IV.

## **Blastcap**

A large mushroom that explodes on contact, emitting noxious gas. Originating on Tallon IV, its spores can survive without atmosphere and have propagated throughout the galaxy on solar winds.

## **Blue Barbed War Wasp**

A mutated form of the Red Barbed War Wasp. The metabolism of the Blue Barbed War Wasp requires a frozen environment to produce endothermic projectiles.

## **Crash Pillar**

Highly pleasing to Alimbic aesthetics, this sentry cyborg is dormant until it senses an intruder, and returns to a dormant state once the threat retreats. The Crash Pillar levitates by means of antigravity propulsion before attempting to smash its quarry. Vulnerable neurocircuitry is housed underneath the base.

## **Cretaphid V1**

Utilizing the most sophisticated Alimbic cybernetics, this massive cylindrical defense mechanism features precision chemical lasers. The Cretaphid is a key component of Alimbic military defense technology, designed to safeguard the Alimbic's most sacred objects.

## **Cretaphid V2**

This modified version of the Cretaphid cybernetic defense mechanism features bursts of heat-seeking plasma. A key component of Alimbic military defense technology, it was designed to safeguard the Alimbic's most sacred objects.

## **Cretaphid V3**

Combining the features of its predecessors, this version of the cybernetic

Cretaphid tower features both precision chemical lasers and bursts of heat-seeking plasma. A central component of the Alimbic military defense system, it was designed to safeguard the Alimbic's most sacred objects.

## **Cretaphid V4**

The apex of the Cretaphid line of cybernetic defenses, this ultimate model deploys lethal lasers and homing plasma from a mobile tower whose very casing is an offensive weapon. A key component of Alimbic military defense technology, it was designed to succeed where all others fail.

## **Dialanche**

Spire's alternative form is the Dialanche, a hypercondensed ferrous orb able to roll at high speeds. The Dialanche is equipped with two retractable titanium limbs used to batter adversaries.

## **Electro Voldrum**

This version of the Voldrum has a weaker hull than the standard model, rendering it vulnerable to rapid-fire weaponry.

## **Energy Blaster**

Turrets on the walls of the chamber fire blasts of plasma generated by the Slench.

## **Fire Spawn**

A large creature that thrives on extreme heat, the Fire Spawn breathes superheated lava and never ventures far from its home pit. This creature is particularly unfriendly to carbon-based life-forms, and will hurl fireballs at anything approaching its territory.

## **Geemer**

A small but dangerous creature that exposes sharp spikes on its back when threatened. This scavenger is known to forage through human refuse and is an infamous pest on Zebes.

## **Gorea (First Stage)**

Superficial scan indicates Gorea's body is impervious to attack.

## **Gorea (Second Stage)**

Sensors unable to locate the upper-arm vulnerability present in Gorea's prior form.

## **Gorea 2**

Gorea's final form is impervious to all weapons currently equipped in the Power Suit. Alternative weaponry is required to penetrate Gorea's armor. Sensors detect that Alimbic essence is no longer present in the Seal Sphere. Gorea remains attached to the sphere in order to draw all remaining energy from it.

## **Gorea Arm**

Analysis indicates the presence of fragile biomorphic neurons in Gorea's shoulders, periodically vulnerable to specific energy types.

## **Gorea Seal Sphere**

Harmonic analysis of the central sphere suggests that it is susceptible to direct attack.

## **Greater Ithrak**

The impenetrable hide on this cousin of the Lesser Ithrak makes it a formidable threat. Anecdotal evidence suggests that frontal assault is ineffective against this aggressive predator.

## **Guardian**

Specifically designed to guard the Alimbic Order, these automatons are now programmed to serve in its absence. These intelligent androids often travel in packs, attacking with energy projectiles produced by three small fusion generators located in the cranium.

## **Halfturret**

Cybernetic enhancements allow Weavel's body to detach from its mechanical lower half and convert into the Halfturret alt-form. The arms provide locomotion for the upper body, while the legs are equipped with powerful projectile weaponry.

## **Ice Voldrum**

A late advance in Voldrum technology featuring freezing projectiles. Its pulse-tube cryocoolers are extremely susceptible to high temperature impact.

## **Kanden**

A disruptive electromagnetic field appears to surround the hunter Kanden. Analysis suggests voltage potential comparable to that found in lightning storms. Kanden carries the Volt Driver, which is capable of a charged blast that can disrupt the Combat Visor.

## **Lesser Ithrak**

This nocturnal creature clings to the ceiling and is exceptionally fierce when disturbed.

## **Lockjaw**

Sylux's alternative form, the Lockjaw, may consist of stolen prototype federation technology. It allows the user to transform into two tetracarbon ceramic-alloy blades joined by an energy thread. Its principal method of attack is to weave a network of explosive trip wire.

## **Magma Voldrum**

Another modification of Voldrum technology. Its high operating temperature causes reduced defensive capability against subzero weaponry.

## **Noxus**

Analysis indicates that the skin of this hunter has extraordinary insulating properties. Noxus's weapon is the Judicator, capable of a charged shot that can freeze an opponent in its tracks.

## **Petrasyl**

Harmless from a distance, this airborne creature secretes a corrosive toxin that can burn through all but the toughest materials on contact.

## **Psycho Bit V1.0**

A levitating spherical sentry droid equipped with 360-degree sensors and a low level teleportation device. The basic silver model fires an energy blast, whereas the advanced green model features a Heavy-Duty gun powered by a nanoscale nuclear reactor.

## **Psycho Bit V2.0**



A levitating spherical sentry droid equipped with 360-degree sensors and a low-level teleportation device. This model uses High-Voltage electromagnetic pulse to drain energy from its target.

## **Psycho Bit V3.0**

Similar in design to earlier models, this version fires Superheated Magma at its target.

## **Psycho Bit V4.0**

Cryogenic nanite technology enables this advanced sentry droid to freeze its prey with Supercooled Plasma.

## **Quadtroid**

Genetically engineered from leech and reptile DNA, this creature can crawl on almost any surface. The Quadtroid seeks sources of biological energy. The use of a Morph Ball Bomb is the only method to break free of its grasp.

## **Red Barbed War Wasp**

One of the most aggressive varieties of wasp, the Red Barbed War Wasp uses body heat to generate an igneous projectile.

## **Shriekbat**

A winged creature that explodes on contact to defend its territory, it will attack any creature approaching its nesting grounds. Inhabitants of Tallon IV have called for its extermination because of the threat it poses to the infrastructure and cultural heritage of the planet.

## **Slench 1a**

Another member of the Alimbic defensive arsenal, this enormous cybernetic eyeball was engineered to protect sacred Alimbic relics. The Slench attaches itself to the biodefense chamber with three synapses which transfer power to Energy Blasters. Its primary weapons are the green venom torpedo and the deuterium laser.

## **Slench 1b**

When aggravated, the Slench detaches from the wall to commence a hovering attack. analysis indicates its shield is inoperable during levitation.

## **Slench 2a**

This revision of Alimbic cyber-defense technology features enhanced capabilities. The Slench attaches itself to the biodefense chamber with three synapses which transfer Superheated Magma to the Energy Blasters. Green venom torpedoes can be neutralized with the Arm Cannon.

## **Slench 2b**

When aggravated, the Slench detaches from the wall to fire bursts of Superheated Magma while hovering. Analysis indicates its shield is inoperable during levitation.

## **Slench 3a**

This improved model of the Slench utilizes three synapses to transfer High Voltage to the Energy Blasters, whose electromagnetic pulse can disrupt the Combat Visor. The synaptic fibers may be vulnerable to Heavy-Duty weaponry.

## **Slench 3b**

Analysis indicates that although the shield is down, the improved exoskeleton

on this model may allow it to charge at its prey.

## **Slench 4a**

The pinnacle of Slench technology, this model employs three synapses three synapses to transfer Supercooled Plasma to the Energy Blasters. Cryogenic projectiles can temporarily immobilize the Power Suit.

## **Slench 4b**

Analysis indicates its shield is down while hovering, but the Slench may be impregnable while rolling. Evasive action is advised.

## **Spire**

Analysis of this creature's physiology indicates the presence of molten ferrous compounds normally found only in a planet's core. Spire is armed with the Magmaul, a weapon that lobbs cohesive bursts of Superheated Magma.

## **Stinglarva**

Bioengineered with genetic material from the galaxy's most dangerous predatory insects, Kanden can transform into the Stinglarva. This fast-moving segmented insect has a detachable regenerating tail that homes in on its target before exploding.

## **Sylux**

This hunter's power suit appears to be based on a federation prototype and possesses extraordinary offensive and defensive capabilities. Sylux's weapon is the Shock Coil, a banned technology that fires charged blasts of high-density neutrinos.

## **Trace**

Scan indicates the exoskeleton of the hunter may not be as durable as it appears. This potential vulnerability may explain Trace's tactical preference for sniping. Its weapon of choice, the Imperialist, is a long-range quantum cascade laser with precision targeting.

## **Triskelion**

Trace's alternative form, the Triskelion, is a sophisticated Kriken military biotechnology that allows Trace to biomorph into a three-legged war machine with a powerful lunge attack. It also features stealth cloaking, enabling Trace to become invisible while immobile.

## **Trocra**

These crystallized colonies of cynobacteria are highly unstable, and will detonate when they contact a solid surface. Avoid contact.

## **Vhoscythe**

The Vhosythe is the alternative form of the hunter Noxus. An evolutionary defense mechanism of the Vhozon species, it serves both offensive and defensive purposes.

## **Voldrum**

A high-speed rolling robot in nearly constant motion. Equipped with two large guns for attacking from a distance, it is equally efficient at close-quarters combat.

## **War Wasp**

An aggressive flying insect that will vigorously defend its territory. The royal

jelly of the War Wasp queen is so highly valued that hives continue to be harvested on Aether in spite of the shocking death toll.

## **Weavel**

Weavel's weapon of choice is the Battlehammer, a Heavy-Duty repeating weapon with a lethal blast radius. Maintain distance and avoid a direct hit from this high-caliber weapon.

## **Zoomer**

Best known for breeding rapidly and carrying disease, Zoomers are responsible for the spread of flesh-eating bacteria on Zebes, resulting in the extinction of many native species.

# **Metroid Prime Hunters Equipment**

## **Arm Cannon**

An essential part of Samus's Power Suit, the Arm Cannon is Upgradable and adaptable to other weaponry. To fire the weapon, press the fire button. Switch weapons by tapping the weapon icons at the top of the touch screen.

## **Battlehammer**

The Battlehammer is powered by a miniature nuclear reactor. This Heavy-Duty repeater is recommended only for those familiar with high-caliber weaponry.

## **Charge Shot**

By holding down and releasing the Fire button, the Arm Cannon is able to fire concentrated charge bursts.

## **Energy Tank**

Increases the Power Suit's maximum energy storage capacity by 100 units.

## **Hunter Gunship**

Hunter-Class Gunship registered to Samus Aran. Return to this ship to save your progress and to recover your energy.

## **Imperialist**

Equipped with a Zoom function ideal for Precision targeting. The Imperialist

fires a thin and lethal laser beam with high accuracy over long distances.

## **Judicator**

The Judicator is powered by cold-fusion synthesis. It fires Supercooled Plasma at temperatures approaching absolute zero.

## **Jump Boots**

An essential part of Samus's Power Suit. To jump, double-tap the touch screen or press the jump button. These boots can also be used in midair.

## **Large Energy**

Replenishes 100 units of energy expended from the Power Suit due to battle damage. Energy has also been known to have a rejuvenating effect on alien technology and physiology.

## **Large Missile Pack**

Replenishes Missile reserves by 25 Missiles.

## **Large Ua Pack**

Replenishes 25 Rounds of Universal Ammo. Morphing UA contains munitions nanotechnology engineered for instant adaptation to almost any weapon, altering caliber and composition at the molecular level to match the ballistic specifications of the host weapon.

## **Magmaul**

The Magmaul, powered by a hyperstatic hydrogen core, fires cohesive projectiles of Superheated Magma.

## **Medium Energy**

Replenishes 60 units of energy expended from the Power Suit due to battle damage. Energy has also been known to have a rejuvenating effect on alien technology and physiology.

## **Missile Expansion**

Increases the capacity of the Arm Cannon's arsenal by 10 Missiles.

## **Missile Launcher**

Launches explosive-tipped Missies that detonate in a percussive blast. This standard-issue weapon is extremely effective in dealing with biological threats. Hold the Fire button to charge the weapon and cause the Missile to seek heat signatures. Charging will attract energy and ammo.

## **Morph Ball Bomb**

Small bursts of energy detonate from the Morph Ball shortly after after being triggered. Ideal for opening secret passages and eliminating small creatures. Press the Fire button while in Morph Ball mode to place the Bombs. Bomb Jumping is possible by triggering Bombs with proper timing.

## **Morph Ball**

Samus has the ability to transform into a ball that can move at high speeds and access areas her bipedal form cannot. To enter the alt-form, tap the icon in the lower corner of the touch screen. Use the +control pad or A, B, X, and Y buttons to move the Morph Ball. use the touch screen for more precise control with gentle direction or by pressing the Boost button.

## **Omega Cannon**



This proscribed weapon of mass destruction was called an abomination by the Alimbic Elders because of the harm it could inflict on anyone desperate enough to use it.

## **Power Beam**

The standard-issue Power Beam has limited offensive capability and unlimited ammunition. As with all charge weapons, press and hold the Fire button to attract energy and ammo, and to charge up the shot. Release to fire a powerful blast. This weapon overheats quickly and works best when fired in controlled spurts.

## **Scan Visor**

An essential tool, the Scan Visor is able to identify most forms of alien language and xenobiology. To activate the Scan Visor, tap and hold the small button centered at the bottom of the touch screen. Once it is activated, press and hold the Fire button to scan an object. Scroll data by tapping the left and right arrows. Tap the Scan Visor button again to deactivate.

## **Shock Coil**

The Shock Coil is a prototype federation weapon that emits a concentrated beam of high-density Neutrinos within a set radius.

## **Small Energy**

Replenishes 30 units of energy from the Power Suit due to battle damage. Energy has also been known to have a rejuvenating effect on alien technology and physiology.

## **Small Missile Pack**

Replenishes Missile reserves by 10 Missiles.

## **Small Ua Pack**

Replenishes 10 Rounds of Universal Ammo. Morphing UA contains munitions nanotechnology engineered for instant adaptation to almost any weapon, altering caliber and composition at the molecular level to match the ballistic specifications of the host weapon.

## **Thermal Positioner**

Samus's location is tracked by a Thermal Positioner which relays an image of Samus and he surroundings. This valuable imaging tool also identifies objects objects and entities with unique Power Signatures. Access the Thermal Positioner by pressing Start.

## **Ua Expansion**

Increases the Universal Ammo capacity by 30 Units.

## **Volt Driver**

The Volt Driver draws energy from the planetary electromagnetic field and converts it into multi-terawatt bursts of High Voltage.

# **Metroid Prime Hunters Lore**

## **Alimbic Lore**

### **Alimbic Cannon 01**

The Alimbic Cannon issues bursts of polarized antimatter beyond light speed at specified coordinates and frequency to open a dimensional rift known as the Infinity Void

### **Alimbic Cannon 02**

This device opened the Infinity Void to imprison Gorea. Reuniting eight Octoliths will return power to this dormant machine.

### **Alimbic Cannon 03**

After trapping Gorea in the Seal Sphere, we consigned it to a prison from which there could be no escape.

### **Alimbic Cannon 04**

The Alimbic Cannon enabled us to open the Infinity Void and hide Gorea's prison within it. By locating the prison in an alternate dimension. We ensured that the prisoner would neither escape nor be released by accident.

### **Alimbic Datashade 01**

Datashades are packets of telepathic data scattered throughout the Tetra Galaxy. They can be accessed by most galactic-standard scan systems.

## **Alimbic Datashade 02**

Designed to maintain data integrity indefinitely. Datashades are highly resistant to tampering and decay. Scanning these packets will allow you access to our scriptures and Lore.

## **Alimbic Order 01**

There were Eight Elders in the Alimbic Order.

## **Alimbic Order 02**

You will not find all Eight of the Octoliths. They have been scattered. Hidden in Four of our most heavily defended territories.

## **Alimbic Order 03**

There are never more than Two Octoliths hidden on any planet or space station.

## **Alimbic Order 04**

Within each Octolith is a spirit. The transferred Essence of an Alimbic Elder.

## **Alimbic Order 05**

Reunite all Eight Octoliths in the Cannon Control Room to open the doorway to Gorea.

## **Alimbic Pride 01**

We continued research to improve our defense systems. Eventually we became so proficient in the art of war that we believed ourselves invincible.

## **Alimbic Pride 02**

Our pride was a veil over our eyes. We did not see the danger until it was upon us.

## **Alimbic Pride 03**

Ruin came quickly as the cancer swept like fire across our worlds.

## **Alimbic Pride 04**

Those who survived appeared lifeless and hollow, as if their very spirits had been sucked dry.

## **Alimbic Pride 05**

We should have been more vigilant. We became complacent in our technical prowess and thought ourselves unassailable.

## **Alimbic Prophecy 01**

It is written that the Alimbic power shall materialize when six frequencies shimmer in the divine spectral sequence.

## **Alimbic Prophecy 02**

In the beginning shall the darkness be torn asunder by a flash of Yellow Lightning.

## **Alimbic Prophecy 03**

Yellow Lightning shall strike with demonic fury upon the Greenwood.

## **Alimbic Prophecy 04**

With a voice of thunder shall the Greenwood burst into an Orange Blaze.

## **Alimbic Prophecy 05**

The Orange Blaze shall die away to be reborn on wings of Blue Smoke.

## **Alimbic Prophecy 06**

Tendrils of Blue Smoke shall weave the geometry of Violet Crystal.

## **Alimbic Prophecy 07**

Violet Crystal shall shatter the heavens, leaving in its wake a Red Stain.

## **Alimbic Prophecy 08**

When the Red Stain shall vanish, so shall the ancient Alimbic power be manifest.

## **Alimbic War 01**

The war lasted three standard galactic months. Even with the galaxy's most powerful technology at our disposal, we fell like dry grass beneath the blade.

## **Alimbic War 02**

Without warning, our doom fell from the sky. From whence it came we do not know.

## **Alimbic War 03**

Gorea was immune to even our most sophisticated weaponry, while we were defenseless against its relentless attacks.

## **Alimbic War 04**

Gorea devoured our people's life energy and grew powerful from it. Death swept across our worlds, and we despaired.

## **Alimbic War 05**

We feared not only the extinction of our race, but the possibility that the evil would sweep the galaxy, annihilating all in its path.

## **Alimbic War 06**

Gorea is a cancerous bloom that would wreak havoc across the universe.

## **Alimbic War 07**

We knew that if we did not stop Gorea, it would rampage across the galaxy, devouring everything in its path.

## **Alimbic War 08**

We finally contained Gorea, but we paid a heavy price to do so. May our sacrifice bring peace to our galaxy.

## **Alimbic War 09**

Eight of our elders gathered to create the Alimbic Order to prevent Gorea from destroying our civilization. Their final, desperate plan was to create the Seal Sphere.

## **Alimbic War 10**

If you are reading this message, our plan to contain Gorea was a success. Honor our sacrifice and do not seek this thing. Only harm can come from such a course.

## **Alimbic War 11**

To contain Gorea, our people reduced themselves to pure telepathic energy through the process of Essence Transference.

## **Alimbic War 12**

We gave our lives to confine the foul monstrosity known as Gorea. Do not seek this creature unless you have the means to Destroy it.

## **Battle Sarcophagus**

This tomb contains the remains of Alimbic general Almiiak, who led the Alimbic people to victory in the tetra border wars two thousand years ago. He later formed the Alimbic Order of elders.

## **Biodefense Chamber A**

This room serves not only as home to our most sacred treasure, but also as a mortal terminus for those who would trespass.

## **Biodefense Chamber B**

Those who dare trespass upon our sacred chambers may expect to pay dearly for that which they would seek.

## **Combat Hall**



We used this room for combat training of Alimbic military recruits. In this room were forged some of our greatest heroes.

## **Final Wish**

Do not underestimate the danger concealed herein. We have sacrificed our world to confine the monstrosity known as Gorea. Do not seek this thing unless you have the means to destroy it.

## **Gorea 01**

The horror shrieked its name: Gorea.

## **Gorea 02**

Gorea is power beyond reckoning and evil unrelenting. The universe has not known terror such as this.

## **Gorea 03**

At first we thought Gorea was comet. It crashed upon our planet and emerged as a vapor.

## **Gorea 04**

Gorea mimicked our cellular structure and replicated itself in solid form.

## **Gorea 05**

We have seen Gorea alter its atomic structure from a vapor to a solid. Our scientists believe Gorea may also possess other Shape-Changing abilities.

## **Gorea 06**

Gorea is capable of changing its shape, and it uses a wide variety of lethal weaponry.

## **Gorea 07**

Our defenses were useless against Gorea as it swept through our empire in an orgy of annihilation.

## **Gorea 08**

Alimbic soldiers were powerless before Gorea's onslaught.

## **Gorea 09**

We deployed our deadliest weapons to defeat the beast. To our horror, every every weapon was somehow used against us by Gorea.

## **History 01**

These are our last recorded messages. We depart from this place of death. If you honor our memory, do not attempt to solve the mystery of our disappearance.

## **History 02**

We overcame our harsh genesis through intellect and resolve. The Alimbic mind is bound by a will of iron.

## **History 03**

The peace of ancient Alimbic tribal culture was shattered by a deadly extraterrestrial invasion. The survivors vowed never again to be caught unprepared.

## **History 04**

We focused our resources on military science and quickly developed weapons and defenses that surpassed the technology of our enemies.

## **History 05**

We were a peaceful people, but we defended our homeworld with a fierce determination.

## **History 06**

To defend our territories from extraterrestrial attack. We deployed lethal bioweaponry.

## **History 07**

Our protective exoskeletons enabled us to survive the environmental extremes of the Alimbic homeworlds.

## **History 08**

Our enlarged forebrains facilitated enhanced cognitive function. It was our ability to think quickly that saved us from early and violent extinction.

## **History 09**

For generations our superior military capability deterred all enemies. A renewed sense of peace allowed us to return to our natural philosophical pursuits.”

## **History 10**

Through science and technology we increased our already formidable mental skills. Significant advances were made in the areas of Telepathy, Telekinesis, and Extradimensional Exploration.

## **History 11**

We continued to bolster our defenses against possible future invasion. Our military technology grew increasingly sophisticated and lethal.

## **Interment Chamber**

Alimbic warriors of valor are here laid to rest, that their spirits may return to the planetary core.

## **Octolith Safeguard**

Beware our guardians. These deadly sentinels travel in packs and are programmed to protect that which is dear to us.

## **Oubliette 01**

The monster cannot be defeated. As a resort, we created the Seal Sphere to cage the horror for all eternity.

## **Oubliette 02**

Eight Octoliths are required to power the Alimbic Cannon. Each Octolith contains unique coordinates, frequencies, and codes necessary to operate the cannon.

## **Oubliette 03**

The Alimbic Cannon creates a fissures between this dimension and the Infinity Void that houses Gorea's prison, known as the Oubliette.

## **Oubliette 04**

The Oubliette cannot be found in this galaxy. It is hidden in another dimension. If you seek the Seal Sphere, you must first seek the keys.

## **Oubliette 05**

We have sent the Oubliette beyond this dimension to ensure that the galaxy will never again suffer the horror that is Gorea.

## **Oubliette 06**

Gorea is alone in the Void. For the sake of all life, it must remain so.

## **Oubliette 07**

The Infinity Void is a vast parallel dimension of formless antimatter.

## **Oubliette 08**

Only the Alimbic Cannon can access the Infinity Void.

## **Science Sarcophagus**

This tomb contains the remains of the great Archtherus, whose discovery of Neurogenesis marked the advent of the modern Alimbic era, a time of unprecedented peace and prosperity.

## **Seal Sphere 01**

The fathomless power of the captive beast is the very engine of the Seal Sphere. As long as its psychic powers are ensnared, Gorea cannot escape.

## **Seal Sphere 02**

Gorea is immobilized within the Seal Sphere, just one of the many precautions taken to ensure its eternal captivity.

## **Seal Sphere 03**

The Alimbic Order directed surviving citizens to transfer their essences into the Seal Sphere. Our combined psychic energy is the engine that powers the sphere.

## **Seal Sphere 04**

The Seal Sphere is secure within the Oubliette, from which there is no escape.

## **Sealing Gorea 01**

No weapon could defeat Gorea.

## **Sealing Gorea 02**

As the death toll rose, we crafted a plan. Rather than destroy Gorea, we would contain it in a interdimensional prison.

## **Sealing Gorea 03**

We lured Gorea into our trap. The Seal Sphere was deployed and the creature ensnared. With Gorea bound, we had to act quickly.

## **Sealing Gorea 04**

We transported Gorea to its prison, the Oubliette. Trapping Gorea was not

enough, however. Additional security measures were needed for so great a threat.

## **Sealing Gorea 05**

We forced open an alternate dimension with the Alimbic Cannon, and the Oubliette was sent into it. The Infinity Void was sealed shut, never to be reopened.

## **Stronghold Void**

This hidden room, accessible only by extraordinary means, houses our most sacred relics. It is guarded by our most formidable cybernetic security systems. Only by activating a Portal controlled by a trio of Artifacts one can gain access to this secret location.

# **Metroid Prime Hunters Objects**

## **Alimbic Artifacts**

Artifacts are encoded with program data unique to the Stronghold Portal. Three Artifacts are necessary to activate the Portal.

## **Alimbic Crest**

Each of these crests celebrates the accomplishments of a major Alimbic tribe

## **Alimbic Emblem**

This emblem commemorates fallen Alimbic heroes.

## **Alimbic Garden**

Scan indicates fossilized remains of Alimbic plant life.

## **Alimbic Insignia**

A large ceremonial emblem of the Alimbic Order, celebrating their victories and leadership. Solar-cycle counter dates its creation after Alinos first came under attack.

## **Alimbic Joist**

The design of this joist suggests highly evolved conceptual architecture.

## **Alimbic Panel**



Alpha waves emanate from this architectural structure. It appears designed to calm the senses and to create an environment ideal for meditation.

## **Alimbic Scripture**

This language cannot be translated.

## **Alinos**

This once-beautiful planet of Alinos, home to the Alimbic Elders, has fallen into disrepair since the explosion of the planet's core.

## **Ammolite Shards**

Naturally occurring minerals with phosphorescent properties.

## **Anthropological Hub**

Access denied. Alimbic anthropological data bank severely damaged.

## **Arcterra**

The outmost planet in the Alimbic Cluster, Arcterra is an inhospitable wasteland noteworthy for a honeycomb of tunnels and caves within its frozen interior.

## **Artifact Shield**

A security device that protects the Artifacts. This device can be unlocked with the proper key.

## **Attameter Artifact**

The Attameter Artifact contains schematics for atomic mapping, allowing a Portal to disassemble the molecular structure of anything within the teleportation matrix.

## **Backup Processor**

Deconstructed for maintenance, apparently incomplete.

## **Binary Subscripture**

The Binary Subscripture Artifact contains the precise frequency of the Stronghold Portal's spectral transponder, allowing anything within the teleportation matrix to warp from one point to another.

## **Blast Shield**

Used for projectile weapons training.

## **Cartograph Artifact**

The Cartograph Artifact is encoded with the spatial coordinates of a hidden chamber.

## **Celestial Archives**

This space station, in orbit directly above Alinos, is the primary repository of the combined knowledge of Alimbic Scholars, scientists, and historians.

## **Ceremonial Charms**

Alimbic ornaments designed to enhance harmony.

## **Clone Engine**

Severe deterioration of microcircuitry detected. Systems nonfunctional.

## **Cooling Fans**

High-speed fans cool the synergy reactor. There are signs of severe deterioration.

## **Cooling Vent**

Nitrogen pumps establish and maintain a subzero atmosphere throughout the Vesper Defense Outpost.

## **Cortex Chamber**

Controls the entire neural ensemble by processing input from the thalamic coil.

## **Council Chamber**

Assembly hall for Alimbic Elders. Extreme structural damage evident.

## **Cryogenic Storage**

Weapon Storage containers. Maintained at subzero temperatures for stability and to prevent overheating of fusion-powered weaponry.

## **Damaged Bridge**

Structure has been severely compromised by impact. Decay indicates the damage occurred several hundred solar cycles ago.

## **Delano 7**

Sylux's delta-class strike fighter is believed to be a stolen federation prototype. Due to an unresolved design flaw, the autocannon can be temporarily disabled by several direct hits to the ship's hull.

## **Docking Bay L1**

Receiving port for Alimbic heavy-cargo starfreighters.

## **Docking Bay L2**

Receiving port for Alimbic medium-range transports.

## **Docking Bay L3**

Receiving port for Alimbic passenger carriers.

## **Exposed Rebar**

Structural integrity of load-bearing walls has been compromised by forcible impact.

## **Flow Regulator**

This station controls the flow of lava tributaries.

## **Frozen Fuel Line**

Pipes show signs of structural failure.

## **Fuel Rod**

Powers nearby bioweaponry chambers.

## **Gestation Tanks**

Reinforced tanks used to grow nanites for Morphing Ammunition and Missiles.

## **Glyph Pattern**

Contains unknown characters. Untranslatable.

## **Gravity Stabilizer**

Scan registers severe damage.

## **Heating System**

Thermal tube designed to maintain room temperature. Currently disabled. Scan indicates interior is frozen solid.

## **Ice Bridge**

A frozen block carved into an overhead catwalk. A structure capable of holding considerable weight.

## **Incubation Tank A**

Nanobot incubation tank. Operating at full capacity.

## **Incubation Tank B**

Nanobot incubation tank. Operating at 67% capacity.

## **Lab Equipment**

Used to grow bioweaponry. Systems inoperative.

## **Lava Processor 01**

Utilizes organic activity for treatment and processing of igneous material.

## **Lava Processor 02**

Operating at minimum capacity.

## **Lift Controls**

Control panel for anti-gravity lifts. System offline.

## **Literary Hub**

Access denied. Alimbic literary data bank severely damaged.

## **Magma Station**

Sensors operating at 79% lava levels stable.

## **Magma Vent**

Relieves pressure buildup from the unstable planetary core.

## **Medical Hub**

Access denied. Alimbic medical data bank severely damaged.

## **Methane Pipeline**

Liquid methane fuel delivery system.

## **Mixing Tanks**

Used to synthesize poisonous gases. Trace amounts of toxic materials detected.

## **Navigational Chart**

Holographic directory of the Tetra Galaxy.

## **Octolith**

Carbon analysis indicates Octoliths are Alimbic on origin.

## **Photon Stabilizer**

Bridge secured by beam of tripolarized photons.

## **Political Hub**

Access denied. Alimbic political data bank severely damaged.

## **Port Helm**

“The secret to ultimate power lies in the Alimbic Cluster.” Author and origin unknown.

## **Science Hub**

Access denied. Alimbic scientific data bank severely damaged.

## **Shield Generator**

Force shield compromised.

## **Shield Key**

When retrieved, this Dynamic piece of technology will deactivate the Artifact Shield in this area.

## **Silo Levitator**

Repository for heavy interplanetary warheads, held in place by a continual updraft from a high-pressure wind tunnel.

## **Sniper Shield**

Used for precision projectile training.

## **Spore Farm**

A controlled enviroment used to grow toxic spores. The spores have expired.

## **Starboard Helm**

“The secret to ultimate power lies in the Alimbic Cluster.” Binary irregularities indicate the message was broadcast telepathically.

## **Stronghold Portal**

Three Artifacts are necessary to restore functionality.

## **Structural Debris**



Severe architectural damage. Evidence of unidentifiable interstellar matter, a result of an extraterrestrial collision.

## **Synergy Drive**

This device maintains the orbit and rotation of the space station. Operation appears normal.

## **Synergy Processor**

Works in tandem with the synergy drive to make subtle changes in the station's orbit and rotation.

## **Synergy Strut**

Reinforcement pillar for synergy drive.

## **Tetra Galaxy**

This area was once under Alimbic control. Ruins detected on various planets indicate a vast civilization.

## **Tetra Trade Map**

Schematic of Alimbic interstellar shipping routes.

## **Thermal Regulator**

Transduces volcanic heat into usable energy.

## **Vdo**

Vesper Defense Outpost is situated on the outer edge of Alimbic territory.

Serving as a refueling station and munitions dump, subzero temperature is maintained to prevent overheating of fusion-powered weapons systems. Structural failure of fuel containers has resulted in a vast radioactive spill into space, leaving toxic and explosive fuel frozen to the sides of the structure.

## **Wall Scroll**

This language cannot be translated.

## **Witherite Shards**

Naturally occurring minerals with phosphorescent properties.

# Metroid Prime 3

# **Byro**

## **Alpha Hopper**

Alpha Hoppers are characterized by their unique color and durable hide. They are highly territorial and will attack any creature who wanders too close to their nests. When hunting in packs, they will often keep their distance while others move in to attack at close range. Like all Hoppers, their legs end in sharp talons and can be used to shred through any prey that gets close enough.

## **Atomic**

Atomics are creatures comprised entirely of energy. A strong energy blast is adequate to destabilize the Atomic and cause it to explode. They are sustained by their core, which generates a constant supply of electricity. When an abundance of energy has been produced, the Atomic will discharge a section of its body in the form of an explosive projectile. When near sources of energy of an opposite polarization, the Atomic will respond aggressively.

## **Bryyonian Shriekbat**

One of the many types of Shriekbats found across the solar system, the Bryyonian Shriekbat behaves similar to all of its cousins. Shriekbats will nest in small groups and make their home in a sheltered environment. Dwelling on the top of caverns and ruins, the Shriekbat will hunt nearby insects and small creatures for food. Once a nesting area has been found, it will be fiercely protected from any intruder. The territorial Shriekbat will dive- bomb any creature that wanders too close, no matter what the size.

## **Fargul Hatcher**

Within a Fargul Hatcher's maw is an organ cluster that is vulnerable to attack, but only when exposed. Fargul Hatchers are capable of giving birth to dozens of young in a matter of moments. These offspring will immediately swarm in on any nearby attacker. Their skin is incredibly resilient and will deflect most weapon fire.

## **Fargul Wasp**

Fargul Wasps are highly protective of their parent Hatcher. Even moments after birth, they will swarm together and attack any nearby organism. They are often used as a defense mechanism by the Fargul Hatcher, and as a result, few live to adulthood.

## **Geemer**

The spiked shell of a Geemer is rather durable and can only be destroyed by an explosive blast. While menacing in appearance, they are nonaggressive scavengers that feed on the waste of other creatures. This food source has led to them being spreaders of many types of diseases.

## **Gel Puffer**

The exposure to Fuel Gel has left the shell of the Gel Puffer highly susceptible to weapon fire. Gel Puffers have come to rely on the toxic vapors given off by Fuel Gel for sustenance. They process these gasses and then expel the excess to stay afloat. The brittle shell of the Puffer, while durable in appearance, is rather thin and easily damaged.

## **Gel Ray**

Gel Rays are nonaggressive bioforms native to Bryyo. They are one of the few creatures who make their home within the caustic pools of Fuel Gel. The unique exterior and shape of the Gel Ray allow it to withstand and glide through rivers of gel. Their main source of sustenance is small organisms that exist within Fuel Gel, but they are known to occasionally leap out to feed on

insects that fly near the gel's surface.

## **Gelbug**

Gelbugs are roaming insects encased in organic Phazite. These cavern-dwelling bugs have come to rely on Fuel Gel as a source of sustenance. Over time their shells have become saturated and crystallized with Fuel Gel. As a result, their bodies have become highly unstable. Weapon fire will disrupt the gel and cause the creature to detonate.

## **Gragmol Adult**

The large tail that characterizes Gragnol Adults is also their weakness: if pulled with enough force, it will tear them apart. An explosive blast will temporarily incapacitate them, making them easier to target. They possess the ability to generate an energy shield around their bodies, preventing Beam shots from damaging them. They are cunning predators, flying through their turf in search of unwary prey. They use bursts of Phazon energy to overwhelm their targets, and then swoop down to finish them. Maturity has provided them with a very durable exoskeleton.

## **Gragmol**

Gragmols are vulnerable to most weapons, as they have not developed the durable exoskeleton found on adults members of the species. They often travel and attack in groups. If they sense a nearby threat to their hives, they will not hesitate to advance. Their offensive capabilities are underdeveloped, leaving the ability to fire pulses of Phazon energy their only form of attack.

## **Hopper**

These aggressive insectoids use small hops to get within striking distance and then pounce, using their talons to tear away at their prey. From a distance they will fire bursts of venom at their target. Despite their aggressive nature, they are somewhat fragile and can be easily dispatched. Because of this they

will commonly hunt in packs.

## **Korba**

The Korba is a vicious, resilient bioform. It prefers to lurk above its hunting grounds, waiting for prey. The Korba relies on the smaller Snatchers to levitate victims to a point where the Korba can devour them. What the Korba cannot digest, it expels to feed the Snatchers. This symbiotic relationship works well for both Korba and Snatchers.

## **Mogenar**

Corrupted War Golem reanimated and energized with Phazon. Relies on socketed energy orbs as a source of power. The orbs themselves have a fragile exterior but contain pure Phazon energy within. This energy must be completely overloaded before it will be destroyed. Eliminating all power sources is the only way to bring Mogenar offline.

## **Nightbarb**

Nightbarbs are predators, traveling in packs to search for prey. They have the ability to generate a protective field of energy around their bodies. The ability is unstable, however. If the field makes contact with another life force, it will overload. This also consumes the life force of the Nightbarb, much like a bee's sting ends its life.

## **Reptilicus Hunter**

Phazon corruption has granted Reptilicus Hunters the ability of cloaking themselves. They use this to their advantage and will hide or move positions while cloaked to gain the upper hand in combat. Reptilicus Hunters are fairly organized despite their primitive nature. Usually attacking in small groups, they patiently wait for their prey to become isolated in a locked area before attacking. Their weaponry consists of an energy whip for close-range assaults and a throwing chakram for long-range attacks. They have adapted to the

harsh climates of Bryyo, and are quite resistant to Fuel Gel and heat-based attacks.

## **Reptilicus**

Scans indicate a mutation that allows the Reptilicus to teleport over short distances. Commonly used as a combat tactic to corner and trap their prey. The Reptilicus appear to suffer from Phazon corruption, and all higher thought processes have been replaced by savage bloodlust. This corruption has also increased their resistance to heat-based attacks and Fuel Gel.

## **Scorchbug**

Scorchbugs are exclusively found on Fuel Gel-producing planets such as Bryyo. The tiny insects subsist entirely on the volatile gel. Like many creatures with this diet, they have taken on the ignitable characteristics of their food source. When shot with any type of weaponry, they burst into a small explosion, leaving behind only a scorch mark. It is from this trait that they have earned their name.

## **Shelbug**

Shelbugs are slow-moving, roaming insects whose soft bodies are easily damaged. Until they reach maturity they will not develop their Phazite shell. Unable to retract into a shell to avoid damage, they must aggressively attack any potential threat. They will extend sharp spines to fend off attackers or propel these spines at enemies.

## **Snatcher**

Snatchers are cunning, albeit weak, bioforms. Unable to kill most prey on their own, they rely on the stronger Korba to do the work for them. Snatchers will swarm onto a target until it is overwhelmed. Once they have their prey, they use their power to levitate, lifting the victim to a point where the Korba can devour them. What the Korba cannot digest, it expels to feed the



Snatchers. This symbiotic relationship works well for both Snatchers and the Korba.

## **Warp Hound**

Warp Hounds are susceptible to low-temperature attacks, due to the nature of their thermal-energy-driven biosystem. They are often used by Reptilicus as guards and hunt beasts. They consume Fuel Gel to survive, and can expel blasts of converted thermal energy to attack and defend. The creatures can teleport over short distances, disrupting many forms of electronic targeting in the process.

## **Byro Lore**

### **Age of Schism**

In time, the wonders of Science were not enough for those who held the Primal Traditions in their hearts. The warnings of the Chozo—to seek balance between old and new ways—were not heeded by the Lords of Science, myself included. We forged on, ignorant of the rage in the hearts of the Primals. The time came when Sfimas, First Lord of Science, denounced the Primals and their Traditions in the center of the Royal City. It was as flame to a dry forest. The Age of Science ended, and the Age of Schism was born.

### **Age of Science**

The ships of Bryyo sped to the stars, in all directions, bearing the banner of peace. Soon we found stellar brethren in the Chozo, the Luminoth, and the Vlla. Starborne knowledge came to Bryyo, and we gladly sent our wisdom to our new friends in return. The hearts of Bryyo were filled with pride, and they honored the Lords of Science for all the wonders we provided. As the time of New Bryyo came to be, the old ways faded. The cries of joy from those who honored Science covered the angry shouts of those who mourned

the old ways, the Primal Traditions.

## **Age of War**

In the beginning, the conflicts were small, out of sight for most on Bryyo. But they grew, slowly but as steady as the coming sun. Diplomacy gave way to brutality, and war came to our world. The Lords of Science turned their minds from exploration to destruction, and unleashed horrors unknown upon their Primal enemies. In retaliation, the Primals turned to the darkest of ancient powers, cursing us, the Science Lords, and all who served our cause. Friends from the stars tried desperately to end the conflict, all in vain. The people of war would not be denied.

## **Decline**

Forgotten in exile, a creature of myth, I, the last Lord of Science, worked tirelessly to protect myself and this world. I crafted magics and machines to bring life back to the wastelands. I found a new source of natural energy in the land and called it Fuel Gel. I vowed to atone for the devastation inflicted upon Bryyo, caused by both science and war.

Yet, while I toiled, the Primals slipped slowly into barbarism. With no Science Lords to hunt, they turned on each other, tribe against tribe. Magic was lost to them, and they became as savage as the predator beasts of the wild.

## **Downfall**

Look now to the time of battle, tribe against tribe. See fertile land swept clean of all living things by arcane nightmares or the hellish blasts of Science. See the giant stone Mogenars do battle, destroying the land with their titanic blows. And hear the undying scream of a planet wracked by darkest war. The battles waged endlessly, and the resources needed to sustain our war machines were great. Bryyo too had become a casualty of the war: the air was filled with the smoke of battle and the soil soaked with the toxins of

pollution. Calamity after calamity visited the folk of Bryyo, until a world once known for wonders became a scarred husk under the stars. Only a small region remained habitable, and to it the survivors went, bringing the war with them.

## **Golden Age**

Look now to the past, and to the time of peace on Bryyo. See the age of gold, when our world was a paradise unrivaled. Hear the songs of joy fill the streets of the Royal City, as the people honor the coming of Bryyus the First, the Liberator. Behold the launch of our first ship to the stars on that day, and witness the rise of Science, of a New Bryyo. See this, and see the beginning of our downfall.

## **Our Plea**

Sadly, disaster came to us before we could finish our work. An accident caused our supply of Fuel Gel to explode, sending fire to the sky and exposing our position. It was not long before a Primal war band saw the great fire, and rushed to attack. Without a way to power my great Mogenars, I had no way to defend myself from their assault.

Fleeing would only drive them to pursue us to no end, and they would show no mercy to either one of us once caught. I had no other choice except to stand my ground while the prophetess fled to safety. With her I sent my records of the past, in hopes they would both find sanctuary.

You now read my last words, etched in stone and placed by the prophetess. We speak to you from beyond the grave, to plead with you... Save our world from the starborne plague. Lift the veil of hate from the eyes of our people. May our remaining relics serve you well in this struggle.

## **Prophecy**

As time slowly passed, I grew old: even the combined power of magic and science couldn't cheat death forever. In order to preserve Bryyo's

environment, I would need a successor. Finding one was a daunting task, for most of the folk saw me as a monster. Time passed quickly as I searched, and my efforts appeared to be in vain. Seemingly by chance, I found a young Primal wondering the wastelands and rescued her. But this was not a chance encounter. She was a prophetess, tirelessly searching for the last Lord of Science to speak to about her visions. In her dreams, she saw a starborne death coming to Bryyo, and with her vision came a plea to save her world. Based on her information, I began work on improving the existing decontamination equipment to help prepare a defense for Bryyo against the eventual catastrophe.

## **Salvation**

The great machines of the Science Lords performed flawlessly. They absorbed the toxins and pollution in the air and soil, preserving the remaining fertile land of Bryyo. Yet the planet's climate was forever changed, leaving one side eternally scorched by the sun, the other forever in the icy grasp of darkness.

The launch of the machines revealed the hidden enclave of the Science Lords to their former enemies. The bright lights in the skies caused by the decontamination equipment stirred old hatred in the hearts of the Primals. Fearing a new attack, the Primals sent their warriors forth to hunt their hated foes. We were now marked for death.

## **Struggle of Exiles**

As the followers of the Primal Traditions celebrated their victory, a number of surviving Science Lords gathered in a hidden sanctuary. It was there that our foolishness became obvious, and we regretted ignoring the Chozo's warning. We realized the folly of following the ways of Science with blind faith—and the peril of all Bryyo. The contamination left from the battles was spreading, and would soon scour the remaining fertile lands, leaving naught but ash. If left unaided, Bryyo would lose what few safe lands and water remained. Once more, our great minds turned to a grand task... planetary salvation. As our enemies searched the lands for us, the last Lords of Science,

we created our final machines and launched them into the heavens.

## **The Hunted**

The Primals crafted new magics to protect their warriors, and sent them into the burning wastelands to hunt the Lords of Science hiding there. Though we tried to avoid contact, many Science Lords were found and ended by Primal war bands.

I was but the sole survivor, the last remaining Lord of Science. In order to protect myself, I adopted the wisdom once shared by the Chozo. I merged the ways of the new—Science—with the ways of old—Magic. I built mighty Mogenars out of stone, and placed them outside the walls of my home, there to silently protect me from all enemies.

## **Victory**

We, the Lords of Science, mishandled the use of our knowledge. The devastation of the war robbed us of the rare resources necessary to fuel our war engines. Without our machines we were unable to stand up to the Primal armies, and they overran the enclaves of many Science Lords. What few remained fled into dark places, polluted wastelands even the bravest of Primal warriors would not dare enter. Whatever joy there may have been amongst the victorious was quickly stamped out by the grim reality surrounding them. Bryyo, their cradle, their sacred home... was on the verge of death.

# **Galactic Federation**

## **Aurora Unit 217**

Aurora Unit 217 was originally built to support GF Naval Base Demeter, but was assigned to SkyTown base shortly after the Treaty of Elysia was signed 14 years ago. 217 has served admirably in its role as SkyTown administrator. Vast amounts of tactical intel have been delivered from SkyTown under AU 217, along with valuable stellar and interstellar research data. It has interfaced well with the Elysian mechaniods, and enjoys a productive working arrangement with them.

## **Demolition Trooper**

Demolition Troopers are not especially combat savvy and often rely on others to cover them in battle. They are outfitted with explosive weaponry for special mission. When the only way to the objective is straight through everything, the troopers in this unit are called upon to make it happen. While capable of destroying the strongest of barriers, these troopers are not as capable in combat as traditional marines.

## **Federation Marine**

Federation Marines wear advanced suits of powered armor, allowing them to use potent weapons and resist heavy damage in battle. Few can match them in combat.

## **Federation PED Marine**

The Federation has created a system that utilizes Phazon to increase the power of the armor worn by GF Marines. While active, the Phazon unit enhances the attack and defense systems of the armorsuit.

## **Female Fleet Trooper**

Fleet Troopers are the backbone of the navy, often ignored in favor of the gallant Federation Marines. Their work isn't always dangerous, and is rarely glamorous. Most are specialists, and possess a great deal of knowledge.

## **Fleet Admiral Dane**

Fleet Admiral Castor Dane is known for his utmost dedication to protecting the Federation from its enemies. He is stern and aggressive, and has a strong dislike for the Space Pirates. Rumor has it they orphaned him at an early age, an act he still seeks to avenge.

## **Fleet Mechanic**

Fleet Mechanics are responsible for maintaining and repairing all Federation equipment. Because of the vast amount of devices and vehicles the Federation utilizes, skilled mechanics are highly sought after and often overpaid.

## **Halberd-Class Turret**

The GMX-04 Halberd-class turret replaces the dated "Growler" turret. It is an effective point-defense system for most security zones. It is lightly armored, and nimble targets can evade its tracking system.

## **Hunter Gandrayda**

Gandrayda possesses the metamorphic ability to assume the form and abilities of other creatures. This talent has led many to seek her out for stealth and reconnaissance missions, despite her powerful combat capabilities. Details on the subject's origins and age are unknown, but her unique traits have made her a sought-after Hunter for missions.

## **Hunter Ghor**

Ghor is a cybernetic Bounty Hunter, capable of merging his body into larger mechanisms. The most common of these is his armorsuit, which doubles as a gunship and provides him with a formidable combat arsenal. The merges are often accompanied by a shift in personality, replacing his normally calm demeanor with an aggressive attitude. He demonstrates a high proficiency with all things mechanical and is often called upon for missions requiring computer infiltration or manipulation.

## **Hunter Rundas**

Rundas is capable of generating and manipulating ice. This trait is common among inhabitants of the moon Phrygis, but Rundas is one of the few who have used this ability for bounty hunting. Subject is known for getting results, but considers himself without peer. His arrogant demeanor has led him to mainly seek solo missions, and rarely works with others.

## **Male Fleet Trooper**

Fleet Troopers are the backbone of the navy, often ignored in favor of the gallant Federation Marines. Their work isn't always dangerous, and is rarely glamorous. Most are specialists, and possess a great deal of knowledge.

## **Training Drone**

The Training Drone is used in all branches of the GF military. They are designed to improve hand-eye coordination and accuracy. One popular training exercise is to score as many consecutive hits on a drone as possible. Gambling on shooting contests involving Training Drones is frowned upon, but fairly popular throughout the GF armed forces.

## **Lore**



## **Anhur Incident**

Planet Aether, home of the Luminoth, was struck by a “Phazon Meteor” five decades ago. The impact had catastrophic effects on the already unstable planet, creating a “dark twin” of the planet and a dire race known as the Ing. A brutal war between the win planets took place, with the Ing gaining the upper hand. The G.F.S. Tyr went to the sector to investigate pirate activity, but were forced to make an emergency landing on Aether. Shortly after, the entire crew of Tyr was attacked and annihilated by the Ing. Hunter Samus Aran was sent to investigate, and wound up entangled in the local conflict. Aran fought against both Space Pirates and Ing, and arose victorious. Aether’s “dark twin” vanished, taking with it the Ing horde, and the planet’s peace was finally restored.

After the Aether Incident, the Federation sent the G.F.S. Anhur back to Aether to deal with the pirate base. Upon arrival, the crew and marines of the Anhur assisted the native Luminoth in dismantling an abandoned Space Pirate mining facility. During the operation, the crew detected the presence of Phazon. The ship’s crew investigated and collected several kilograms of ore, which would later lead to the development of the PED.

## **Hunter Gandrayda**

Subject homeworld unknown. Possesses metamorphic ability similar to the biomorphs of Jovia XII. Can assume the form and abilities of most living things, including bioforms considerable larger than the subject.

Scans are unable to determine subject’s age, but psych eval suggests a high degree of youthfulness. Intel suggests that bounty hunting is akin to a sport for her, one she enjoys considerably. Subject perceives the veteran Hunter Samus Aran as her chief rival, a rival she intends to surpass as soon as possible.

## **Hunter Ghor**

Subject is a veteran of the liberation war of Wotan VII. Only 6% of subject’s

birth-body remains: the rest is state-of-the-art cyberware. Despite his career and heavy cybernetic modification, subject is known for his high level of empathy and compassion. Ghor is rather gentle and approaches situations logically, but is not the most skilled of fighters. Intel suggests he even has a sense of humor. Subject has often championed the weak, poor, and downtrodden, working for free or giving bounty money earned to the victims of his targets.

Subject can merge his cybernetic body into larger mechanisms, including gunships and fightercraft. This merging will alter Ghor's personality, and he will become incredibly aggressive and violent. Data indicates a high proficiency with computer infiltration and manipulation. High level of mechanical empathy with artificial intelligence.

## **Hunter Rundas**

Subject is a native of Phrygis, a moon of planet Bes III known primarily for ice mining. The Phrygisian ability to manipulate and generate ice has come in handy in subject's career as a Bounty Hunter. Intel suggests he enjoys hunting, to the point where he keeps trophies from all of the targets he's successfully captured or killed in his career. Subject is proud, cocky, and arrogant, and considers himself without rivals in his field.

## **Olympus-Class Battleship**

The Olympus-class battleship is the first Federation capital ship designed to use an onboard Aurora Unit. They are the flagships of the fleets they serve in, usually commanded by an officer of flag rank. Battleships of this class have smaller crews than most ships of a similar size due to the presence of the Aurora Unit. The space saved in crew support is used for more battle systems. The enormous vessels are powered by Fuel Gel, making the scarce commodity of extreme value to the Federation military.

## **Phazon Enhancement Device**

The Phazon Enhancement Device is designed to harness the energy of Phazon minerals, originally discovered on Aether, for a new Federation weapon system. It is being tested by a GF Marine battalion stationed in the Norion system. Marines can initiate an energy siphon from a supply of Phazon carried in a backpack into their armorsuits. This allows them to temporarily enhance the exoskeletal and weapon systems of their armorsuits. To date, no marines have displayed signs of “Phazon sickness.”

## **Phazon**

Phazon is a substance of extragalactic origin. It is a highly radioactive ore with extreme mutagenic properties. It has certain biological qualities, including the ability to reproduce itself. Exposure to Phazon often affects the brains of sentient beings, causing erratic, destructive behavior. It is also a potent source of energy, surpassing even Fuel Gel in pure output potential. It must be handled carefully, as it can cause “Phazon sickness” if used incorrectly.

## **Planet Bryyo**

Federation scouts discovered the planet Bryyo ten years ago. The planet’s alignment makes most of its surface uninhabitable: 48% of the world is always exposed to the sun, with another 48% shrouded in permanent night. The remaining 4% lies in an equatorial ring of fertile jungle, where the bulk of Bryyo’s bioforms dwell.

Fuel Gel is common on Bryyo, which makes it extremely important to the Federation. The local bioforms are quite primitive, though there are ruins that indicate an advanced culture thrived on Bryyo in centuries past.

## **Planet Norion**

Though located on the fringe of the Federation, the planet Norion is of great importance. The military maintains a strong presence in the sector, and the base on Norion is often the first line of defense against enemies that operate

outside of GF space.

Originally a barren orb incapable of sustaining life, a sophisticated terraforming project designed by Aurora Unit 486 has turned Norion into a hardy forest world.

## **SkyTown**

SkyTown is a network of advanced structures floating in the atmosphere of planet Elysia. Most of the base is dedicated to research, from a local to interstellar level. The powerful sensors of SkyTown provide useful military intelligence data along with research information. An Aurora Unit analyzes the vast amount of data collected by the station: it is supported by the Elysians, a group of sentient mechanoids that live within the base.

## **Tallon IV Incident**

Planet Tallon IV, formerly a Chozo colony, was struck by a stellar object 50 years ago. Object was later determined to contain large quantities of Phazon. The Chozo were able to stave off the spread of Phazon, at the cost of many Chozo lives. The survivors abandoned the planet, fleeing to an unknown location. Decades later, Hunter Samus Aran responded to a distress call in the sector and discovered a Space Pirate Phazon mining station there. Aran eliminated both the pirate and Phazon threat from the planet, though not without cost.

## **Valhalla Incident**

The G.F.S. Valhalla was on a training mission after receiving new crew at Tivus. We believe the Valhalla was ambushed en route to the training base by a fleet of pirate vessels. Data suggests the pirates were using upgraded starships powered by Phazon: that plus superior numbers were more than the Valhalla could handle. Current whereabouts of the Valhalla are unknown: she is presumed destroyed in action.

# **Phazon**

## **Hopping Metroid**

Radical mutation has removed the ability to fly from this strain of Metroid, but its vulnerability to cold remains. Subject now uses its powerful legs for locomotion. Legs contain sharp formations of Phazite, which the creature uses to slice through enemy defenses.

## **Jelsac**

Jelsacs are aggressive creatures, roaming their territory and defending it from all comers. When provoked, a Jelsac will begin to expand its body, quickly filling it with a caustic, Phazon-based venom. This continues until the Jelsac explodes, sending a spray of deadly fluid in all directions.

## **Leviathan Infant**

Leviathans are the children of Phaaze. They are bioforms that begin life deep within the planet, inside the base of a serpentine organ that serves as a womb. The Leviathan will remain in here, feeding on an endless supply of Phazon, until it has developed its Phazon core.

The developed core marks the Leviathan's transition into adolescence and its departure from the womb. The serpentine organ moves the adolescent from deep inside Phaaze and releases it closer to the planet's surface. Here the bioform will continue to grow and mature beneath its older siblings. As time passes and the older ones are launched into space, the Leviathan will slowly make its way to the planet's surface. It is here the Leviathan will reach full maturity. Once Phaaze has located a planetary target to corrupt, it will launch the Leviathan into space.

The Leviathan is capable of interstellar travel, creating wormholes in space to

expedite the journey. Instinctively, it homes in on its planetary target. Shortly after impact, the bioform dies, leaving its armored shell to protect the Phazon core. Before it dies, the bioform often attracts and enthralls a large local predator. After mutating it through intense Phazon exposure, it compels the creature to protect the core. The core then begins to seep into the planet, replacing the local ecosystem with one based on Phazon.

## **Liquid Phazon**

Liquid Phazon appears to be a semisentient glob of Phazon. Their young are known as Phazon Grubs, and eventually metamorph into their adult, or “puddle” form. They exude a toxic chemical to protect themselves from predators. Contact with the substance can be deadly. They can alter their shape in a limited fashion, usually to avoid incoming attacks.

## **Metroid Hatcher**

Mutation has robbed the Metroid Hatcher of its ability to phase, but provided it a hardened outer shell which has identical attributes as Phazite. This shell protects the creature’s heart located at the core of its head. The Hatcher’s tentacles are quite dangerous, and can leech energy from any targets they connect to. However, the tentacles are also the creature’s weak point. If all its tentacles are ripped from its body, it will perish. As such, it will attempt to recover energy by retracting them into its shell when they take damage. While the Hatcher’s tentacles are retracted, it is unable to attack, relying on the Phazon Metroids it spawns from its mouth for protection. If the interior of the creature is hit while its mouth is open, it loses its strength. The Hatcher’s tentacles can be ripped off if they are pulled at this time.

## **Miniroid**

Miniroids, tiny and weak, will travel in a flock for protection. They float and fly about in search of sustenance. Those that survive will grow quickly, becoming the feared parasites known throughout the cosmos as Phazon Metroids.

## **Phaazoid**

Phaazoids are masses of Phazon energy that form after a Leviathan has been destroyed. They still retain a small bit of sentience and are mindlessly aggressive. The only way to damage a Phaazoid is by attacking it with Phazon- based attacks. However, this has a side effect of causing the creature to split into two smaller forms. Once the Phaazoid has split small enough, it will simply fly at a target and detonate on contact. It is said that some Phaazoids may split into a rare, crimson-colored form.

## **Phaz-ing**

Phaz-ing bodies are weak to physical stress and can be easily pulled apart. These morphing blobs of Phazon often prefer to stay in puddle form and will only shift out to attack. Their ability to move over all types of terrain allows them to position themselves at a distance before assaulting with bursts of Phazon energy.

## **Phazon Grub**

Phazon Grubs are drawn to bioenergy in all forms, especially Phazon. They are immune to its mutagenic effects, and carry it in their bodies as they roam. Their bite can infect the victim with Phazon corruption, making them plague bearers of a sort.

## **Phazon Hopper**

Phazon Hoppers are more resilient than other Hoppers, but can still be damaged by standard weaponry. The crystallized Phazon covering their bodies provides additional protection from attack. Like other Hoppers, these are capable of long-range assaults. They will spit bursts of Phazon venom at prey from a distance.

## **Phazon Leech**

Phazon Leeches thrive on the bioenergy drained from weakened and dead prey. They often roam in groups, leaving behind toxic trails as they slide across terrain in search of sustenance. Their bodies are soft and unprotected, making them very easy targets to dispatch.

## **Phazon Metroid**

Like all Metroids, great cold can immobilize the Phazon Metroid and leave it vulnerable to attacks. If the creature begins to feed, a concussive blast should be able to knock it away. Heavy exposure to Phazon energy has mutated this strain of Tallon Metroid. Subject can shift its body into a phased state, allowing it to ignore solid matter. The creature can emit bursts of Phazon energy, and will drain the life energy from its prey.

## **Phazon Nightbarb**

Phazon Nightbarbs have enhanced aerial mobility that makes them all but impossible to hit with normal shots. The group will work together to create a powerful energy burst that they will fire at their prey. Detonating the energy charge with normal attacks before it fires should destroy them. Phazon Nightbarbs are the result of Nightbarbs being exposed to Phazon radiation. These mutations look similar to their uncorrupted counterparts, but are characterized by their greatly increased offensive and defensive capabilities.

## **Phazon Pillbug**

Pillbugs are commonly found in small spaces, often making traveling through tunnels troublesome. Bombs are effective against them, however. They are underground vermin, able to energize their hard-shelled bodies with Phazon. Once charged, they will roll into a defensive shape and charge their enemies.

## **Phazon Puffer**

This particular breed of Puffer has been heavily mutated by exposure to Phazon, giving it strange new abilities. As it flies, it searches the area for



Phazon energy to consume. The Puffer will absorb this energy out of any nearby bioform and energize itself. The Puffer will then use the energy to fire a powerful attack back at their target. This ability comes with a price—the Phazon energy comprising their body is rather unstable and easily disrupted by any type of weapon fire.

## **Phazon Shriekbat**

Even more aggressive than normal species, Phazon Shriekbats will not hesitate to attack any creature that wanders too close. Their dive-bomb attacks erupts in a burst of Phazon energy, which usually proves fatal to weaker organisms. These Shriekbats are mainly found in areas with high amounts of Phazon. Instead of the usual insects and small creatures Shriekbats usually feed on, these have come to rely on Phazon as a food source.

## **Red Phaazoid**

Red Phaazoids, like their more common siblings, can only be damaged by Phazon-based weaponry. They are wildly aggressive and will split into smaller forms when attacked. Their reddish appearance is the result of an unstable energy core, an uncommon mutation that occurs when a Phaazoid is formed. Overloading their core with Phazon energy will destroy them, causing them to yield a rare item.

## **Tangle Weed**

A simple bioform of plant life of which there are many species across many worlds. While each breed may have characteristics native to their respective ecology, they all possess identical behavior. Tangle Weeds constantly sway their brightly colored leaves to attract potential prey to land on them. The thousands of microscopic barbs lining the Tangle Weed's body will snare and inject a paralyzing toxin into their victim. While small organisms are unable to escape, Tangle Weeds lack the strength to do anything more than hinder the movement of larger life-forms. When attacked, they will retract into the

ground until they no longer sense a threat.

# **Research**

## **Acid Rain**

Acid rain is prevalent on the Pirate Homeworld, where the constant pollution has fully corrupted the environment. the caustic effects of the rain are incredibly volatile and will severely damage your suit. Exposure to the rain for any extended period of time will prove fatal. Avoid all contact with the rain.

## **Black Phazon Crystals**

The hardened exterior of Black Phazon Crystals is resistant to normal attacks. These structures will form naturally over time in areas with high amounts of Phazon. It is commonly mined by Space Pirates for use in producing trooper armor, but loses its darkened appearance in the process.

## **Blast Shield**

Blast Shields are invulnerable to all types of weapon fire. Some are engaged when hostiles are detected and will only open once the threat has been eliminated. Others will sometimes remain shut and force you to find an alternate route.

## **Bomb Slot**

Bomb Slots are powered system-control units. To use, insert the Morph Ball into the slot and detonate a Bomb. This will transfer energy from the slot to the device connected to it.

## **Bryyo Blue Door**

Bryyo doors are carved from heavy stone native to the planet. Each door has been designed with a low-level energy shield. Shooting the shield with any weapon will open the door.

## **Bryyo Orange Door**

Bryyo doors are carved from heavy stone native to the planet. Each door has been designed with a low-level energy shield. This shield is specially designed to only be disrupted by high-temp shots.

## **Energy Cell**

Energy Cells were designed as a portable power source for the Federation. Their high power-to-energy ratio makes them ideal for powering a wide variety of equipment.

Throughout the environment you may encounter stations that contain an Energy Cell. Removing the cell will leave these stations permanently offline. You will then be able to place the collected Energy Cell into a new station that is empty.

Your collected and used Energy Cells are recorded in your Logbook.

## **Fuel Gel**

Fuel Gel is used to power most modern starships in the cosmos. It is extremely rare, and worlds that produce it tend to be quite prosperous. The exception to this is planet Bryyo, a Federation protectorate—and the largest supplier of Fuel Gel. Proceeds from Bryyonian gel sales go directly to the Federation military forces protecting that sector of space.

The sheer value of Fuel Gel is very attractive, and has led to an uprise in piracy over the last 20 years. Today, raids on gel transport convoys are common, especially in frontier regions of space. The Galactic Federation has increased antipiracy operations, and planets with Fuel Gel resources are protected by Federation fleets and ground forces.

## **Galactic Federation Blue Door**

All Federation doors are designed with a low-level energy shield to prevent accidental activation. Shooting the energy shield will activate and open the door. Blue-colored energy shields may be disrupted by weapon fire of any type.

## **Galactic Federation Crate**

Galactic Federation Crates are used to store basic supplies. Because they are lightly armored, the crates are unable to withstand basic weapon fire. Destroy them to discover their contents.

## **Galactic Federation Green Door**

The green-colored energy shield of this type of Federation door can only be disrupted by a high-frequency Beam. Shooting the shield with the proper Beam will activate and open the door.

## **Galactic Federation Orange Door**

All Federation doors are designed with a low-level energy shield to prevent accidental activation. Shooting the energy shield will activate and open the door. Orange-colored energy shields may only be opened with high-temperature shots.

## **Grab Ledge**

Certain ledges are composed of unique magnetic alloys that react to your suit. By jumping toward and grabbing on to them, a surge of energy will course through your suit and allow you to pull yourself up. Ledges that shimmer green are able to be grabbed on to.

## **Grapple Swing Point**

To use the Grapple Swing, lock on to the Grapple Swing Point with Z. Release Z to let go. You can fire your weapons while attached to a Grapple Swing Point.

## **Half-pipe**

Half-pipes are U-shaped channels with incredibly smooth surfaces that Samus can boost along. Charge the Boost while descending in a half-pipe and then release the Boost as you ascend the opposite side. This will allow you access to areas that are too high to reach otherwise.

## **Heavy Galactic Federation Crate**

Heavy Galactic Federation Crates are often used to store ammunition and energy supplies. These units are made of very durable metals. Only heavy weapons and explosives can destroy them.

## **Heavy Phazon Canister**

Heavy Phazon Canisters are used by Space Pirates to transport large amounts of Phazon. Unlike the smaller versions, these are made and reinforced with durable metals. Only a strong impact will destroy them.

## **Heavy SkyTown Storage Unit**

Heavy SkyTown Storage Units are made of metals manufactured exclusively on SkyTown. These metals are very durable and can only be damaged by heavy weapon fire.

## **Hunter-Class Gunship**

Based on the previous version, the new Hunter-class gunship is a fusion of Federation and Chozo technology. Designed by Samus Aran, this one-of-a-kind vessel was custom built at the Federation shipyard of Aliehs III. It is

equipped with a powerful Chozo biotech computer that can interface with Aran via a Command Visor unit. The ship contains a mobile energy-recharge system, microfactories designed to produce ammunition, and an advanced medical bay.

## **Kashh Plant**

The Reptilicus use Kashh plants as a means to store supplies. Shooting them with any weapon will reveal their contents.

## **Kinetic Orb Cannon**

The Kinetic Orb Cannon's original purpose is unclear, but they are capable of firing spherical objects at high speeds to a set target. Entering a cannon while in Morph Ball will allow you to reach new areas and traverse great distances quickly.

The Kinetic Orb Cannon appears in various locations in SkyTown. However, most units have shut down and require a kinetic charge to reactivate.

## **Landing Beacon**

Landing Beacons will appear only in locations where your ship can land. Automated sensors detect whether hostiles or obstructions are nearby, and the beacons will retract until the area is free of all hazards. When the beacons are extended and blinking, you may use the Command Visor to summon your ship.

## **Large Bryyo Coffers**

Large Bryyo Coffers were originally designed to store items and supplies in locations where Kashh plants wouldn't survive. Their hardened plating makes them resistant to all but the heaviest of weapon fire.

## **Large Space Pirate Crate**

Large Space Pirate Crates are made of durable materials. Only heavy weapon fire will damage them. Destroy them to discover their contents.

## **Leviathan Door**

Leviathan doors function in the same way normal doors do. Shooting the energy shield will cause the bone plates to retract and allow you to walk through.

## **Mature Kashh Plant**

Mature Kashh plants are used for storage by Bryyo natives. Unlike the younger versions, these have developed a thick bark that is only vulnerable to heavy weapon fire.

## **Mounted Blast Shield**

Mounted Blast Shields are unique in that they often have a primary locking system. These systems commonly come in the form of multiple release locks that must be hit in a sequential order. Once this locking system is disengaged the shield can be removed. Weapon fire is insufficient to damage the shield, but it can easily be torn off with a strong pull.

## **Multi-Lock Blast Shield**

The type of Blast Shield is characterized by its multiple locking mechanisms. A simultaneous blast to all the targets is required to deactivate the locks and remove the shield.

## **Phaaze Door**

Phaaze doors appear to be organic maws contained within a thin layer of



Phazon energy. Disrupting the energy with Phazon-based attacks will cause the maw to open and allow you to pass through.

## **Phazon Fungus**

The soft bodies of Phazon Fungus are easily damaged by weapon fire. These organisms are commonly found in areas that are highly concentrated with Phazon. The growths can be highly destructive and will feed on any organic matter. As the fungus grows, it corrupts the surrounding area further and will continue to spread out.

## **Planet Aether**

Satellite information shows that Aether is slowly recovering from a cataclysmic event. A stellar object struck the planet with an incredible force, burning Aether's fertile plains and destroying the lush forests covering her surface. The planet's own energy supply, once torn in two by the impact, is now stable. The inhabitants of the world, the starborne Luminoth, have begun the long task of mending Aether back to its former self.

## **Planet Tallon IV**

Tallon IV appears to be a utopia for biological life, containing an oxygen-rich and hospitable atmosphere. The planet is home to countless species of flora and fauna. Satellite scans detect numerous structures on the planet's surface, with closer examination revealing many of these structures to be of Chozo origin. Tallon IV's scar, the result of a celestial body impacting the planet's surface decades ago, is still visible. Satellite scans are unable to determine the extent of the original damage, but the planet appears to have recovered from any negative effects of the object's impact.

## **Red Blast Shield**

Red Blast Shields contain high amounts of Brinstone within their metals, and are easily damaged by explosive blasts. Once shattered, the Blast Shield will

remain destroyed.

## **Save Station**

Enter these stations to save your game and fully restore your energy.

## **Ship Grapple Point**

Objects with a Ship Grapple Point are capable of being lifted by your gunship. By using the Command Visor and targeting the icon over these points, you will be able to lift and move large objects.

Objects in the environment that shimmer purple are able to be moved with your gunship.

## **SkyTown Blue Door**

All SkyTown doors contain a low-level energy shield behind their ornate carvings. Shooting the energy shield will activate and open the door. The centuries-old design has served as a blueprint for what is now standard across all planets. Blue-colored energy shields can be opened with any weapon.

## **SkyTown Orange Door**

All SkyTown doors contain a low-level energy shield behind their ornate carvings. Shooting the energy shield will activate and open the door. The centuries-old design has served as a blueprint for what is now standard across all planets. Orange-colored energy shields can only be disrupted with high-temp Beams.

## **SkyTown Storage Unit**

SkyTown Storage Units contain various useful supplies. Their thin plating does not provide much protection, and they are easily damaged. Any type of

weapon fire will destroy them.

## **Small Bryyo Coffers**

Small Bryyo Coffers were designed to be easily transported. Their outer plating is lightweight and vulnerable to standard weapon fire.

## **Space Pirate Blue Door**

Space Pirate doors are based on stolen Federation technology. They all include a low-level energy shield that will open the door when shot. Blue-colored shields can be shot with any type of weapon.

## **Space Pirate Crate**

Space Pirate Crates are mainly used as storage units by pirate troops. They will often contain energy supplies and ammunition. Standard weapon fire is capable of destroying them.

## **Space Pirate Green Door**

Space Pirate doors are based on stolen Federation technology. They all include a low-level energy shield that will open the door when shot. Green shields may only be disrupted by a high-frequency Beam.

## **Space Pirate Orange Door**

Space Pirate doors are based on stolen Federation technology. They all include a low-level energy shield that will open the door when shot. Orange shields will only react to high-temp shots.

## **Spider Ball Track**

While in Morph Ball mode, press and hold Z when close to a magnetic rail.

Use [the analog stick] to move the Ball along the track. Release Z to disengage from the track. Using a Bomb will briefly disengage the Morph Ball from the track.

## **Spinner**

Use the Boost ability of the Morph Ball when inside a Spinner to activate the device in powers.

## **Wall Jump Surface**

This surface was designed to be used in conjunction with the Screw Attack system. Perform Screw Attacks while facing and touching the wall to do a Wall Jump.

## **White Blast Shield**

While Blast Shields are extremely resilient against all but cold-based attacks. The alloys within the shield will shatter immediately if exposed to extreme cold. Once broken, the Blast Shield will remain destroyed.

## **Zipline Cable**

Zipline Cables were designed as a transit system between pods on SkyTown. Connect and hold on to the cable by pressing and holding Z while targeting the ç at either end.

# Skytown

## Aerial Repair Drone

An evolved version of the ground units, these drones were designed to perform basic maintenance and repair tasks. Their small size and flight capabilities allow them access to the hardest-to-reach areas of SkyTown. Repair drones are manufactured and activated every 200 years, with the previous units being recycled for construction materials.

## Databot

Databots were designed by the Elysians as a means to record and pass on historical data. They patrol along their set area until disrupted, and then project a holographic datafile. However, only those equipped with Chozo-based visor technology can access this information.

## Defense Drone

The Defense Drone is used to secure key areas within SkyTown. The externally mounted antennas are tied into the unit's optic array. By destroying all of the antennas, the optic array will overload and be vulnerable for a short period. The machine's Control Unit is also vulnerable, but must be exposed to be targeted. Its armor is immune to small-arms fire.

## “Dragoon” Battle Drone

The “Dragoon” Battle Drone is a resilient foe, but the thruster controls of the unit are vulnerable and can be easily ripped off. Originally designed to keep local aerial bioforms away from delicate instruments, the “Dragoon” is now used in a combat role. It carries twin Rocket Pods for offense. Durable armor and a Missile-jamming system help keep the unit safe.

## **Elysian Shriekbat**

Like all Shriekbats, the Elysian Shriekbat will dive-bomb any creature that wanders too close and detonate on contact. However, these are not actual creatures, but machines made to mimic their real-life counterparts. Designed centuries ago, their original purpose is unknown. They now roam the hovering facilities over Elysia, often in small flocks.

## **Helios**

Helios's exterior armor is well shielded, but still vulnerable to Beam weaponry. Inflicting enough damage will cause him to overheat and expose his Phazon-enhanced core. This core can be overloaded with Phazon-based energy. Destruction of the core unit should prove fatal, but is difficult to achieve. Target is the prime bot of a large group of Swarmbots, all of which are energized by Phazon. Helios will use the Swarmbots for both offensive and defensive measures. Assuming different formations will allow for various forms of attack.

## **Repair Drone**

The original version of the Elysian Repair Drone. Because of their limited movement systems, these units quickly proved to be insufficient in performing the necessary maintenance duties. Used as a base design, the aerial model was created to address all flaws with the original version. Made obsolete by the aerial model, all production and manufacturing was halted over 150 years ago. Only a handful of these units remain active.

## **Sky Puffer**

The external shell of a Sky Puffer is incredibly fragile, susceptible to most small-arms fire. Only a few shots from basic weapons can damage it. Sky Puffers are native to the planet Elysia. They feed on the various noxious gasses in the atmosphere. They are especially fond of Phazon gas.

## **Steambot**

The Steambot's lightly armored exterior can be damaged by any weapon. High- temperature weapons are particularly effective, and can render them inert and beyond repair. Unlike their lightweight cousins, they are made of durable metals and cannot be tossed around. Steambots serve as combat units for Steamlords. They are armed with kinetic-beam pistols, Missile racks, and can use their tool-arms in close combat. Damaged units can be restored by Steamlords.

## **Steamlord**

Steamlords command the worker drones of SkyTown. They also repair them when they malfunction or break down. Lightly armored, they rely on their cloaking field to evade their enemies. They can generate localized EMP fields to hinder enemy visor systems.

## **Steamspider**

Steamspiders were created by the Steamlords as basic light laborers. They have since went rogue, and now run wild in SkyTown. Though of minimal threat alone, a swarm of them can be a nuisance.

## **Swarmbot**

Swarmbots tend to travel in groups. They can evade many inbound attacks, and can perform aerial maneuvers that make them nearly impossible to damage. They can generate pulses of energy to damage or disrupt enemy targets. As a desperate measure, they will perform suicide runs on an enemy.

## **Tinbot**

Tinbots are made from a lightweight metal an can easily be knocked around from explosions or high-speed impacts. This metal is also quite vulnerable to

heat and can be melted by high-temperature weapons. Converted for security duty, the Tinbots now patrol SkyTown tirelessly. They are armed with kinetic-beam pistols and can use their tool-arms in close combat.

## **Transportation Drone**

Class D Transportation Drones are used for the distribution of supplies and materials across all of SkyTown. Upon activation each unit is assigned a set position along a transit route that it will use exclusively. The constant upkeep of the facility requires that they continuously deliver their shipments to their destinations at a steady pace.

# **Skytown Lore**

## **Agreement**

The treaty brought us new supplies, fuel, and parts from the Federation. In return, we allowed them to use Elysia Station as they saw fit. They were glad to use the station's powerful scientific systems, and gleaned a great deal of knowledge from our data banks. Unfortunately, the harsh atmosphere of our world was dangerous for the Federation researchers. They proposed to replace the humanoids with a single artificial intelligence unit, which they called Aurora.

## **Alone**

In the year 400 of Elysian reckoning, the time for our Chozo creators to leave had arrived. To us they entrusted the station and its purpose. We were to stand vigil and watch over the station until the time when others seeking knowledge and enlightenment arrived. With their departure came one last request from the Chozo Searcher—to continue exploring the skies for the answers to the mysterious planet. We gave her our word and resumed her tireless search. Day after day we hunted for the answers she desperately sought, but our efforts yielded nothing. We failed.



## **Aurora**

Aurora was placed within one of our floating pods and connected into the station's network. This connection allowed Aurora to control not only the facility, but us as well. Our link allowed us to reap the benefits of the Aurora's own connection to the Federation's Aurora network. The units were capable of communication with one another regardless of the distance, and vast amounts of information were passed down to us.

As the years went by we aided the Aurora and our Federation allies in their research. We studied potential enemy threats and collected data on their activities. It was, in some small way, a means to atone for our inability to help our creators years ago. Through our alliance with the Federation we were able to prevent many disasters, and bring an end to numerous threats in the cosmos. We are not certain if that was what our creators would have wished to happen, but it was certainly a peaceful life.

## **Creators**

I am Elysian, descendent of both the Chozo and the First. I am facing the last moments of my life and transferring my memory to the data pod.

In a way, our chronicle begins nearly 1500 years ago. That was when our noble creators, the Chozo, began to build that which would become our home. A place of exploration and knowledge, floating in the clouds of planet Elysia, a fitting home for its great Chozo builders. They built many linked, hovering pods: in time they formed a net in the skies across the globe, instruments peering out in all directions, studying the cosmos.

We did not exist then: only the Chozo walked these hallowed halls. To the distant stars they looked, and a great many things they discovered—including that which would later spell grim disaster for all.

## **Defeat**

The two weeks following the Seed's impact were disastrous. Like the Aurora

Unit, we too were infected with a Phazon-based virus. The spreading corruption consumed many of us, putting us under Space Pirate control. It was not long before only a handful of us remained.

During this time there was but a moment that we received aid. Ghor, the Hunter dispatched by the Federation, arrived here to restore the Aurora Unit. Our hope quickly vanished as he too was corrupted by Phazon and lost his own will. He now leads the assault on the remaining survivors, taking more and more of the station over with each passing day.

There is no hope left for us. Soon, we too will be among the enemy forces. The last of us now stand before the brink of our history's end, silently waiting out our final hours.

I am Elysian, descendent of both the Chozo and the First. I am facing the last moments of my life and transferring my memory to the data pod.

## **Discovery**

The Chozo were watchers, studying the depths of space tirelessly to quench their thirst for knowledge. From this facility they launched observation satellites, firing them into the heavens toward distant worlds. These satellites returned information that allowed them to analyze the various phenomenon occurring across the cosmos. Through this process they were able to satisfy their intellectual appetite, one planet at a time.

One day, a Chozo Searcher happened upon a very rare discovery. A once-thought-lost satellite delivered information on a distant world. It was incredibly far away, even by Chozo reckoning. Study of the stellar object revealed that it was, in many ways, a planet—and yet also sentient. Alive. This chance event was brief, and the information being collected was lost before the true identity of the planet was revealed.

## **Federation**

Time passed slowly as we suffered through our bad dreams. We endured their

visions until finally, in year 1435, our automated defense systems were triggered. A number of aliens, well armed and armored, had penetrated our battle screens and entered Elysia Station. Per protocol, we were revived from stasis to defend our home. As we mustered for battle, the aliens communicated with us and declared themselves to be under the banner of peace. A truce was called, and soon we began negotiations with the Galactic Federation. The Treaty of Elysia began a new era of prosperity for us.

## **Gift**

Several decades passed for the Chozo here at Elysia. The harsh winds and storms began to take their toll on the station, and upkeep began to take up more and more of their precious time. Seeing a need for assistance, they created us. The first Elysian, built by Chozo hands, stepped out of the mechanicreche 1,450.82 years ago. Crude by our current standards, the First was soon given the greatest gift of all by the Chozo. To better assist the creators, the First was given self-awareness. To all other Elysians, the First shared the Chozo gift. This event marks year One of the Elysian reckoning.

## **Invader**

We watched as Elysia fell victim to the meteor's corruption, its Phazon beginning to consume her. High above the noxious surface, we continued to collect data on the object. It was not long before we met a new enemy. Space Pirates, hostile alien life-forms and sworn enemies of the Federation, entered the station and attacked.

The pirate forces struck swiftly, their numbers and weapons dwarfing our own. After their initial assault, they began construction of a massive energy shield around the meteor. They referred to the fallen object as a "Seed" and quickly built the protective barrier. Any resistance they met from us was crushed, and the massive shield was built without interruption.

Our attention then turned to the pirates themselves. If we could not stop them through combat, perhaps there was another way. Our studies quickly yielded unexpected results. All of the Space Pirates were corrupted with Phazon, but

unlike other life-forms, they were actually being sustained by it. This Phazon kept them alive, and it appeared to control their minds with a will of its own.

## **Loss**

It was approximately five months ago that our systems detected a meteor-like object collide with a planet in a nearby galaxy. The impact was followed by a spreading corruption, identical to the one we saw devour our creators' planet. More so than ever, we were determined to aid the Aurora and discover the source of these objects. Months passed before we could uncover its origin—it had come through a wormhole from an incredibly distant planet. We studied this link between the tear in space and the location it was connected to. As we delved deeper it became clear to us that this was the mysterious planet the Chozo Searcher had been seeking. The living planet was aggressively attacking other worlds, hurtling parts of itself across the cosmos like missiles. We had finally discovered the source of these corrupted meteors.

It was about one month ago that we made our revelation, but all attempts at transmitting the critical data to the Federation were unsuccessful. It appeared that the Aurora Unit had become disabled. We tried desperately to restore the Aurora, but it had been corrupted by an unknown virus. Our only means of communication with the Federation were severed.

## **Phazon**

One week after we had lost communication with the Aurora Unit, we witnessed the living planet strike again. It sent forth several stellar objects, one aimed directly at us. It streaked through the clouds of Elysia, destroying a large portion of our home, ultimately striking the distant core below. Soon our sensors detected the presence of strange energy. Our readings matched with the Federation's data—this was the same toxin that corrupted countless other planets and our creators' world—the galactic scourge called Phazon.

## **Slumber**

By the year 600, we of Elysia were low on critical supplies and fuel. We created smaller mechanoids to process fuel from the atmosphere of Elysia, but they proved unable to produce a sufficient supply. Unable to secure the necessary resources to sustain ourselves, we entered a state of hibernation to preserve our remaining stores of energy and parts. While we slumbered, the data collected by the station's equipment was fed to us in dreams.

During this long period of sleep, we had many dreams. Countless great events came to us, including a reunion with our creators, who had come to call a new planet their home. It was not long before disaster struck. A stellar object hit planet Tallon IV, bringing with it a catastrophic corruption that sent the Chozo world into chaos. We watched helplessly as our creators perished, the few survivors fleeing to an unknown location. Powerless, we slept, and in our dreams we lamented the deaths of our creators. This was our final vision, after which we were never able to see our creators again.

# **Space Pirate**

## **Advanced Aerotrooper**

When the going gets tough, the tough puts on armor. Advanced Aerotroopers wear an extra layer of ablative armor that is susceptible to explosive blasts. Like regular Aerotroopers, they wield two Remote Attack Pods in combat. These are outfitted with a Particle Cannon and a Gel Bomb Rack. Gel Bombs stick to their targets until detonation. High-velocity movement can remove Gel Bombs.

## **Advanced Pirate Trooper**

Advanced Pirate Troopers wear an additional layer of ablative armor. Explosive attacks are recommended to break the armor away. Basic armament includes an assault rifle and energy scythe, both powered by Phazon. EMP grenades are often employed against power-armored foes. A new Dash Jet system provides increased mobility.

## **Advanced Shield Trooper**

Advanced Shield Troopers wear an extra layer of ablative armor; it is susceptible to explosive attacks. In addition to their armor, they wield a portable battle shield. While the shield provides excellent protection against incoming fire, it can also be easily ripped off. Phazon-based attacks are capable of destroying the shield.

## **Aeromine**

Aeromines suffer from a design flaw—their shield- and beam-weapon units use the same power source, allowing only one to function at a time. This exposes the unit to damage when it fires at enemies. Aeromines were

originally designed to take the role of sentry for Space Pirates, but have since been put to use in combat as well. Because of the initial design flaw, these units do not pose much of a threat. After the executions of the first design team, the new pirate designers swore to correct this flaw with great haste.

## **Aerotrooper**

Aerotroopers are dangerous foes, but their lack of armor leaves them vulnerable to explosive blasts. A weakness also lies in the jet pack: igniting it will allow the pack to be separated from the pilot. They use twin Remote Attack Pods to engage targets. The Attack Pods are capable of using a Particle Cannon or a Helix Missile Pod. They can tap their Phazon power unit to warp from point to point.

## **Armored Aerotrooper**

Armored Aerotroopers are deployed in harsh combat zones. Their armor is resilient, but susceptible to explosive blasts. In battle they use twin Remote Attack Pods to engage targets. They are equipped with a Particle Cannon and a Helix Missile Pod. They can tap their Phazon power unit to warp from point to point. A weakness lies in the jet pack: ignite and separate it from the pilot to neutralize the target.

## **Armored Pirate Militia**

Members of the Armored Pirate Militia have been granted lightweight armorsuits for combat use. While this provides some additional resistance to Beam weapons, they are still vulnerable to explosive attacks. Members of the Armored Pirate Militia are mostly inept soldiers who have yet to die in combat.

## **Armored Pirate Trooper**

Armored Pirate Troopers are equipped with a standard armorsuit. It provides adequate protection against Beam attacks but is vulnerable to explosive

blasts. They are outfitted with all the basic pirate armaments. This includes an assault rifle and energy scythe, both powered by Phazon. EMP grenades are often employed against power-armored foes. A new Dash Jet system provides increased mobility.

## **Armored Shield Trooper**

Armored Shield Troopers are equipped with a standard armorsuit. It is resilient, but still vulnerable to explosive attacks. In addition to their armor, they wield a portable battle shield. Removing the shield leaves them open to all attacks. The shield is also vulnerable to Phazon-based attacks. Transit Station 0204, Pirate Homeworld

## **Assault Aerotrooper**

Only the best can join the ranks of the Assault Aerotroopers. Heavily armored, they are resistant to most weapon systems. Their unique armor is able to deflect all Missile attacks, but can still be damaged by Beam weapons. Like regular Aerotroopers, they wield two Remote Attack Pods in combat. One is equipped with a Particle Cannon, the other with a Gel Bomb Rack. Gel Bombs stick to their targets until detonation. High-velocity movement can remove Gel Bombs.

## **Assault Pirate Trooper**

The Assault Pirate Troopers are some of the best the pirate military has to offer. They are heavily armored and are resistant to most attacks. Their unique armor will deflect all Missile fire, but is still damaged by Beam attacks. Basic armaments includes an assault rifle and energy scythe, both powered by Phazon. EMP grenades are often employed against power-armored foes. A new Dash Jet system provides increased mobility.

## **Assault Shield Trooper**

Assault Shield Troopers are heavily armored and resistant to most weapon



systems. Their unique armor will deflect Missile attacks, but not Beam fire. In addition to their armor, they wield a portable battle shield. Their battle shield provides protection against all standard weapon fire, but can be easily torn off. Phazon-based weapons are capable of destroying the shield.

## **Aurora Unit 313**

Aurora 313 has somehow been fused with bioessence of Dark Samus. While combat shields protect most of the unit, a weak spot has been detected at the cable junction. Damaging the unit's core will expose this point, but the core itself is protected by an armored hatch. Tentacle ports can be damaged to initiate stunning cerebral-feedback pulses within the target. While incapacitated, the hatch will be unprotected and able to be pulled open. This unit has been heavily mutated by Phazon exposure. It appears to be symbiotically connected to the planet Phaaze as well.

## **Berserker Knight**

A Berserker Knight's Phazite armor must be removed before unit can be damaged: only the Phazon-based projectile attacks the creature fires can destroy it. The Berserker Knight serves as a shocking example of the lengths the Space Pirates will go to in their quest for dominance. Heavily mutated by Phazon exposure, the unit is nearly mindless, driven by battle lust.

## **Berserker Lord**

Berserker Lords are highly resistant to damage. Their shoulders are the only unprotected area vulnerable to standard weapon fire. Their main defense lies in their head-mounted Phazite plating, which can only be destroyed by the projectiles it fires. Berserker Lords are a desperate measure, designed to exploit Phazon as much as possible. The few Berserker Knights that survive the highest level of corruption are promoted to Lord status. Lords are distinguished by their ornate Phazite plating and the Phazon reserves they carry on their backs.

## **Commando Pirate**

Commando Pirates use the best gear available: only Beams of the highest temperature can penetrate the layer of Phazite in the armorsuit. All of the weaponry is powered by Phazon. Each commando has a combat cloaking field, along with boost thrusters and a personal teleporter. The Phazite armor they wear makes them extremely resistant to damage in combat.

## **Crawlmine**

Crawlmines are not terribly bright and rely on suicide strikes as their main form of attack. They were designed to patrol small areas such as ventilation shafts and maintenance tunnels. Though relatively harmless alone, they can be dangerous in large numbers.

## **Crawltank**

Crawltanks are mobile, ground-based defense drones, but are easily destroyed by standard weapon fire. They can be equipped with different cannons, including a Phazon Beam system. They are not built for sustained combat, and are better suited for light patrol and security roles.

## **Dark Samus**

Target is comprised of pure Phazon energy and is highly unstable. Scans indicate that Hypermode attacks are capable of disrupting her, likely a result of Hypermode being energized by Samus's body. Dark Samus is capable of generating "echoes" of herself to aid her in battle. These units will be used as increased firepower and act as distractions while she replenishes her energy: they should be destroyed immediately. She is capable of absorbing energy from Phaaze to replenish her own.

## **Gandrayda**

Gandrayda's ability to shape-shift has been greatly enhanced by Phazon exposure, allowing her to assume a number of deadly forms at will. These new forms come with a cost, as she also inherits their weaknesses. A mistress of stealth, she will employ her personal cloaking field often, setting up her next deadly attack. An advanced visor system may be able to detect her location.

## **Ghor**

Ghor's energy shield is capable of repelling all weapon fire, but the back-mounted generator is exposed to attack. Overloading the generator could expose the well-protected critical systems behind his battle armor. Ghor's arsenal is considerable. Plasma-based beam weapons, attack claws, and a multimissile system are at the cyborg's disposal in battle. These battle systems can be combined and fired at once as a devastating alpha strike. Target is also capable of a high-speed ramming attack, although this is potentially dangerous if performed over a slippery surface.

## **“Jolly Roger” Drone**

The “Jolly Roger” Drone is designed for quick aerial maneuvers, but this comes at the cost of survivability. The fragile armor of the unit is vulnerable to weapon fire of any type. The Jolly Roger is based on Federation tech, but has been considerably upgraded. Powered by Phazon, the mechanoid can be a serious threat in battle, especially in groups.

## **Jumpmine**

The Jumpmine was developed by the Space Pirates as a cheap alternative to an armed trooper. The Jumpmine scans its surroundings until it detects an enemy target. It then triggers a small thruster, “jumping” a set distance in the air. Once launched, its weapon pod is engaged, saturating the local area with fire. It explodes afterward to prevent use by enemy forces.

## **Korakk Beast**

Korakks are prized by the Space Pirates, who use them as cavalry mounts. Their belly is occasionally vulnerable, but guarded from all sides. Finding a way to get underneath it and attacking would be effective. Nerve ending in the tail can be stressed through grappling, but only when the tail is extended. The interior of a Korakk's mouth, as well as the tip of their tongue, contains sensitive nerve clusters. Attacking these points could temporarily incapacitate the creature. They can emit Phazon energy through their feet and tongue. The Phazite armor they wear will repel most damage.

## **Meta Ridley**

Target's body is covered with incredibly durable armorskin, making it difficult to damage. All parts of the body are protected except for the mouth, where Meta Ridley fires his plasma-powered weaponry. Observing target may reveal additional target points. Target will use powerful plasma-based ranged attacks, along with potent melee strikes.

## **Omega Ridley**

Revived and regenerated through Phazon exposure, Omega Ridley has been energized to a new combat threat level. Target retains extremely durable, Phazon-enhanced armorskin, as well as protective armored plating. Scans indicate that a recent injury has not fully healed: expose and target wound to inflict damage. Target will act to protect this vulnerability: seek ways to stun the enemy and leave it open for deadly attacks.

## **Phazon Harvester Drone**

Man-portable weaponry cannot penetrate the thick hull of the Phazon Harvester. The anti-air weapon system is vulnerable, but overloading it with weapon fire will only disable the drone temporarily. The pirates converted several Goliath-class heavy assault drones into Phazon-collecting units. The drone can use its Harvesting Beam Cannon for defense, and is equipped with an anti-aircraft missile defense system.

## **Pirate Cargo Drone**

Pirate Cargo Drones were designed to assist with the transporting of supplies throughout the Pirate Homeworld. Their aerial capabilities allow them to navigate the underground catacombs with relative ease. Cargo often consists of items too dangerous or volatile to be moved by hand.

## **Pirate Commander**

Commanders make heavy use of their personal teleporter, moving to favorable positions and across the battlefield, giving orders and support as needed. They carry all of the weaponry and gear used by commandos, with the exception of their armor, which is forged out of ultrarare Red Phazite. A rare breed, Pirate Commanders have lived to rise to the ruling caste on the Pirate Homeworld. Each has been a commando for at least ten years.

## **Pirate Hussar**

Hussars are unusually brave for Space Pirates, willing to ride the deadly Korakk beast into combat. Their Phazon Energy Lances are deadly at any range. Hussars and their mounts have a strange bond. If a Hussar is slain, his Korakk will fight to avenge his death.

## **Pirate Militia**

The pirates have not enhanced all of their fighting forces. They continue to use militia units in battle. These groups are made up of slaves and criminals, and do not receive the Phazon enhancements given to regular army troopers. They are surprisingly obedient to the upper castes within the pirate military. Rumor has it that disobedient militia members often find themselves as dinner for regular army troopers.

## **Pirate Trooper**

The Space Pirate military forces continue to use Phazon, including a new Phazon enhancement system. Basic armament includes an assault rifle and energy scythe, both powered by Phazon. EMP grenades are often employed against power-armored foes. A new Dash Jet system provides increased mobility.

## **Puffer Mine**

Avoid contact with the Puffer Mine. These creatures are a cybernetically enhanced version of the Puffers native to the Pirate Homeworld. Engineered by Space Pirates, they are now used as patrol animals. Their bodies have been filled with Phazon gas to be used as a defensive measure. If their shell is broken, their bodies explode and send a cloud of toxic gas out all around them. Nearby attackers rarely escape the volatile fumes.

## **Remorse-Class Turret**

Fast targets can evade the limited targeting system of the “Remorse” turret. The Space Pirates have replaced their dated “Humility” turrets with a new unit designed by top engineers. Powered by Phazon, the “Remorse” unit is capable of withstanding more damage than the earlier model.

## **Rundas**

Phazon exposure has greatly enhanced Rundas and his ability to generate ice, making him deadly at any range. His durable ice armor has one weak point—the neck. Serious physical stress can weaken and remove it, exposing Rundas to attack. This weak point cannot be seized as long as Rundas is active. He can create frozen objects at will, and can freeze Missiles in midflight. Smaller ice-based projectiles can be shot down, but it is recommended to evade larger attacks. Be advised: Rundas can trigger a Hypermode state, elevating his threat level to match your own.

## **Scritter**

Scritters are common vermin that are usually found underground. They tend to nest in dark places and come out only to feed. Their main source of sustenance is Phazon, a weakness pirate slaves use against them. Scritters will often be caught in simple traps set out by the starving pirate slaves who then feed on the small creatures. But the pirates rarely have the last laugh, as some internal organs of the Scritter will release a toxic fluid when bitten. Those who become violently ill because of this are often said to have a case of “the scritters.”

## **Shield Pirate Militia**

Some members of the Pirate Militia have been granted use of regular army-trooper equipment. This unit has been given the portable battle shield. Its portability is its weakness, however. Remove it from the pirate’s grip to eliminate its primary defense system. The shield is also susceptible to Phazon-based attacks.

## **Shield Pirate Trooper**

The Space Pirates have developed a man-portable battle shield that is resistant to most small-arms fire. Its portability is its weakness, however. Remove it from the pirate’s grip to eliminate its primary defense system. Phazon-based attacks are capable of destroying the shield.

## **Space Pirate Assault Skiff**

The fast-moving Space Pirate Assault Skiff is used to support troops in combat. The skiff is mounted with a tribeam cannon, which is capable of firing powerful charged shots. However, the cannon itself is unprotected and can be easily overloaded. This modified version of the ATC has sacrificed durability for speed, and often employs hit-and-run tactics.

## **Space Pirate ATC**

The Space Pirate Armored Tactical Carrier (ATC) is surprisingly well built

and armored. A forward-mounted heat vent is its only vulnerable spot. Tribeam cannons help the unit deal out damage while on missions as well. Designed for rapid transit to and from hot zones, the unit is not designed for long-term engagements. It has a relatively small fuel supply, a sacrifice made for heavier armament and armor.

## **Space Pirate Boarding Pod**

Pirate boarding pods are crude, even by their standards. They are composed of an aged propulsion drive, a cramped crew-transport module, and a nose cone packed with high explosives. The pilot guides the pod toward the target ship, then rams it, detonating the explosives upon impact in an attempt to breach the hull. If a breach is created, the crew within exits the pod.

Of course, mishaps occur. Sometimes the explosives go off prematurely, exposing the crew to vacuum. Other times the detonation fails to occur, leaving the pod to bounce off the target's hull. The shielding between explosives and crew is substandard, and often fails to protect the crew from the explosion. The pod's nickname of "Space Coffin" is well earned.

## **Vrtragian Shriekbat**

Vrtragian Shriekbats are fiercely territorial insectoids and will dive-bomb anything that wanders near. This attack is fatal for the Shriekbat, as the impact sets off a discharge of thermal energy. Because of their high internal temperatures, they tend to seek cool climates to dwell in. They have come to seek shelter inside the many pirate facilities located on the Pirate Homeworld.

# **Space Pirate Lore**

## **Bryyo Falls**

Command has received disturbing reports from Bryyo. Contact with our outpost there has been terminated. A coded bliptrans showing Commander



Rundas falling in battle to Samus has arrived. Worst of all, the Bryyonian Seed has been demolished. The Hunter's might is great, and she is as efficient as ever when it comes to disrupting our operations.

Our spies within the Federation tell us she travels to Elysia soon. We plan on having an appropriate welcoming party in place for her when she arrives. Commander Ghor is a very... accommodating host.

## **Disaster at Elysia**

The march of the Hunter continues, much to our dismay. She has smashed our line at Elysia, taking down Commander Ghor in the process. The accursed Elysian machines were no match for Aran's guns, and now the Federation has control of their spy station once again.

It is only a matter of time before they find the location of the Phazon source and send their fleets to lay siege. Our great leader does not seem to mind these setbacks. If Samus comes to our Homeworld, she will find us ready.

## **First Disciples**

Our struggles have ended. She has shown us the error of our ways. The way is now clear. All previous vows of fealty have been forsworn: we now pledge sole allegiance to our liberator, the great one, Dark Samus. We bear a singular honor, we lucky few, for we are her first disciples. Our burden is a happy one, for we will pave the way to her glorious victory and cosmic rule. Let the light of Phazon lead us!

## **Mistress Gandrayda**

Mistress Gandrayda is the last of our leader's field commanders. We hope that she will succeed where the others have not. We hope that she will slay the wretched Hunter!

Gandrayda tests our mettle often. She moves among us in our form, watching us, looking for signs of weakness. Several unfaithful disciples have been

ended... violently. Those who survive will be stronger, ready for the Hunter that comes for them from the void. Gandrayda has vowed to present Aran's bloody helmet to Dark Samus as tribute. We hope she fulfills that vow!

## **Our Mission**

Phazon was discovered two stellar years ago, and since that moment, Command has been driven to control it all. Two operations have been established, at tremendous cost. Both have failed, thanks to the accursed Hunter, Samus Aran. Her Federation allies now move to secure what little Phazon remains on the planet Aether. This we cannot allow. We, the crew of the battleship Colossus, swear to take that Phazon or die trying.

## **Purification**

Our great leader, with the aid of our captured Aurora Unit, has discovered many of Phaaze's secrets. Dark Samus can now command the living world to send forth Phazon Seeds! She was eager to test this new power. When we heard the first world to receive this blessing was our Homeworld, we rejoiced.

The Seed was sent into the void, and quickly made its way to our Homeworld. Our brethren foolishly tried to repel it, but their efforts were in vain. To think, once we were as pathetic as them!

Now the deed is done, and slowly, our Homeworld becomes like Phaaze. Soon, there will be two living planets, two Phazon sources for our great leader to use as she sees fit. Soon, there will be thousands of new disciples for her to command.

## **Stowaway**

Our attempts to intercept the Federation ship departing Aether were unsuccessful. With them went a collection of Phazon, the first to fall into Federation hands. They foolishly left most of the Phazon behind, allowing us to quickly collect what we could. But in our haste we took more than mere

Phazon. Our scanners have detected the remains of Dark Samus, who has revived herself within our Phazon storage.

Surely, we are cursed.

The fiendish shrew consumed all of the Phazon, then wiped out a third of the crew in a matter of minutes. Now she moves at will through the halls of Colossus, using her witchery to beguile the minds of the crew. We are unable to call for aid, and only a few of us remain to stand against her. All is lost.

## **Taking Valhalla**

The vision of our leader is vast indeed. As we prepared for war with the hated Galactic Federation, she decided she required one of their great machines to better control her living planet. We then set out to bring an Aurora Unit to Dark Samus.

Bribes led us to the location of our prize: the battleship Valhalla. Crewed with green recruits on a training mission, she was ours for the taking. One of the mightiest ships in the cosmos was no match for the Phazon-powered weapons of the Colossus. We rendered Valhalla helpless, then sent raider to claim our prize. The Aurora was ours!

There was no mercy for the Federation dogs. At the command of Dark Samus, we jettisoned the crew into the frigid depths of space, leaving the wreck of Valhalla as a warning to the Federation. Let them tremble before our might!

## **The Leviathan**

Our leader provided us with great wisdom on many subjects, including the improvement of our mighty battleship, Colossus. We followed her teachings, and turned our vessel into a ship without peer. But more work remained!

Dark Samus required a mighty flagship, one to strike terror in the hearts of her enemies. The might of Colossus was not enough. She demanded more! Her solution was unique and most excellent.

We took her great star-beast and fitted it with cybernetic weapon systems. Crew quarters and command consoles were placed within the beast's skull. In time, we created a mighty dreadnaught, and called it Leviathan. The great leader was pleased.

## **The Source Discovered**

After our liberation, she left us adrift. We thought this a test of our loyalty, and so we endured. Some said she abandoned us. They were promptly shot. Disciples do not doubt their leader.

When she returned, it was on the back of a titanic starborne beast! As we groveled in awe, she ordered us to follow the beast through a rift in space, a wormhole. Some refused to follow, afraid of the unknown. They too were shot. Disciples must be fearless.

Once through the rift, we saw a singular wonder... Phaaze, the source of all Phazon in the cosmos. Phaaze, the home of our glorious leader!

## **Vanguard**

The time has come. Our leader commands. We go to war at last!

Three worlds will be attacked, each important to the Federation. We shall destroy the spy base at Elysia, the fuel production of Bryyo, and the naval station at Norion. Each of those wretched worlds will become as Phaaze... each a foothold into the territory of the hated Federation. From those worlds, our vanguard will go forth. At long last, our enemies will be humbled, then enslaved.

Three Phazon Seeds will be sent, and an armada will accompany each of them. Dark Samus herself will lead the attack on Norion. Victory is ours for the taking!

## **Victory and Loss**

Today is a day of celebration and woe. Our forces have taken planet Bryyo, leaving the Federation outpost there in cinders. Though we missed their spy base at Elysia, the planet itself was struck with a Phazon Seed. But Norion... Norion was a failure... all thanks to the accursed Hunter, Samus Aran.

All is not lost, however. Our great leader defeated Aran and her mongrel allies in battle. If they aren't dead, they'll soon wish they were. Each of them bears her mark of corruption. Soon they, like we disciples, will bow to her will.

LIBRARY  
OF  
CODEXES

# METROID PRIME

---

NINTENDO

